

Vampiric
Combat
Tactics!

THE LEGACY OF KAIN SERIES

SOUL REAVERTM 2



Demian Linn
David Hodgson

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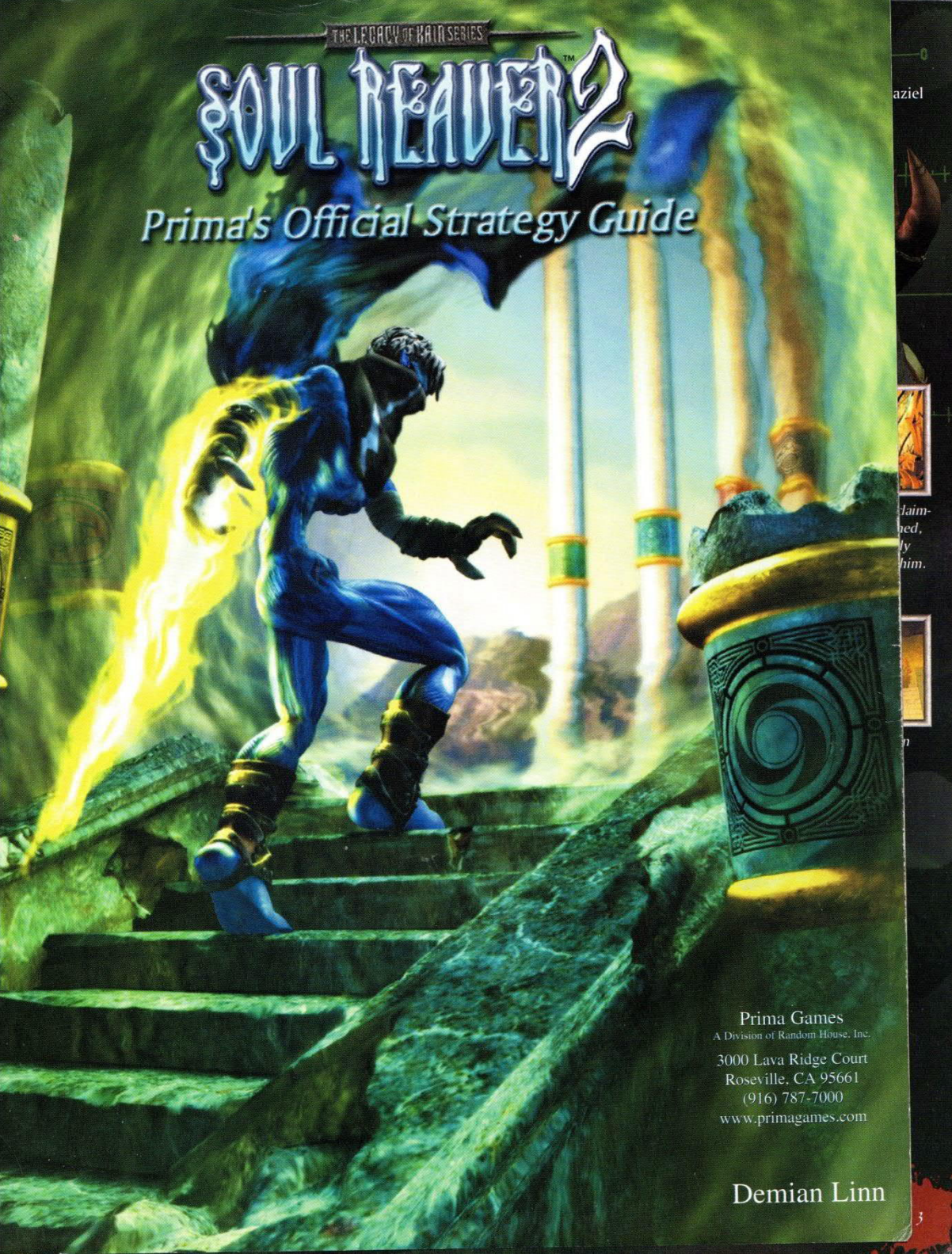


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THE LEGACY OF KAIN SERIES

SOUL REAVER 2™

Prima's Official Strategy Guide



Prima Games

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Prologue

Soul Reaver 2 begins where the original *Legacy of Kain: Soul Reaver* left off. The original game ends as Kain escapes conflict with Raziel in Moebius's Time-Streaming Chamber. The introductory cutscene of *Soul Reaver 2* opens with a reprise of that key conflict.



Raziel finally tracks down Kain, who waits in the Chronoplast chamber, and readies himself for what he hopes will be the final confrontation with the ancient and devious vampire.



Kain seems indifferent at Raziel's arrival and continues to adjust the arcane machinery in the chamber. "Did it trouble you to murder your brothers?" he taunts.



As the time-streaming device whirs into motion, Kain reveals that he's used this Chamber before. He talks of the vampires' superiority over humans—"Do you not feel with all your soul how we've become like gods?"



Kain argues against free will, claiming all actions are predetermined, fated, and that Moebius already revealed Kain's own future to him.



Raziel, uninterested in the philosophical lecture and enraged that Kain would turn him into a vampire, attacks. Kain counters and sends him sprawling.



Kain, as he again adjusts the time-streaming device, claims the Sarafan Warriors were far from noble. Electricity suddenly arcs across the room—the portal appears to be active.



"This is not where, or how, it ends," Kain says, before escaping into the time portal.



Raziel rushes to follow, and after a moment of hesitation, he, too, passes through the threshold.



Once through the swirling portal, Raziel finds himself far in Nosgoth's past. Moebius materializes out of the gloom. "Welcome to your destiny," he says....

Cast of Characters

Raziel

The protagonist, Raziel, is an ancient vampire, first-born of Kain's brood. Nearly as old as Kain himself, Raziel had achieved a highly evolved vampire state, and served as Kain's first lieutenant.

Rather than evolving slowly over time, vampires experience periods of accelerated metamorphosis, entering dormant states from which they emerge transformed. Raziel committed the ultimate blasphemy, having emerged from his last quiescent state more evolved than any other vampire—including Kain himself. He alone, out of all Nosgoth's vampires, evolved a pair of graceful, bat-like wings.

For this unforgivable transgression, Raziel was condemned. In an apparent act of egotistical sadism, Kain tore Raziel's newly fledged wings from his back, and ordered Raziel's fellow lieutenants and vampire brethren to hurl him into the Lake of the Dead, where he would burn forever in the roiling Abyss.

Tumbling endlessly into the murky depths, Raziel's flesh dissolved as he burned with white-hot fire. An eternity passed before he finally settled to the bottom, a husk of his former self, much of his flesh burned away and his fledgling wings in tatters. As the pain receded, Raziel realized that he had not only survived the descent, but had been delivered to the very seat of the Underworld.

The mysterious god of the underworld revived Raziel, and in resurrecting him transformed him into a reaper of souls, a dark angel of death and retribution. The Elder God then sent Raziel forth, and he journeyed back to Kain's Nosgoth, galvanized by a hunger for revenge, and a thirst not for the blood of humans, but for the vampires' apostate souls.

Kain, ever the cunning strategist, led Raziel to kill his former vampire brethren one by one. And when, in a fateful confrontation at the Pillars, Kain raised the ancient Soul Reaver blade against Raziel, the sword shattered and its wraith form bound itself to Raziel.

Following a climactic battle in Moebius's long-abandoned Chronoplast chamber, Kain activated the time-traveling device and hurled himself deep into Nosgoth's past. Raziel followed, not knowing where—or when—the chase would lead....



Kain

In the centuries before Kain's birth, the land was protected by an oligarchy of sorcerers known as the Circle of Nine—guardians sworn to serve and protect the life-giving Pillars of Nosgoth.

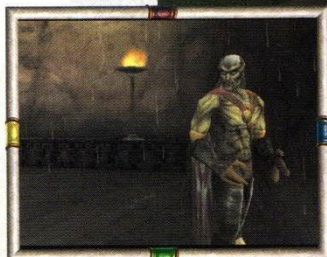
But the Circle was infiltrated by a dark enemy, and Ariel—the Balance Guardian—was cruelly murdered. Her assassination sent psychic shockwaves throughout the Circle, and in their derangement the remaining sorcerers turned their powers to nefarious purposes, poisoning the land with their sorcery and abandoning the Pillars to stand like silent, decaying sentries.

Into this dying world Kain was born. The son of an aristocratic Nosgoth family, he lived the privileged life of a nobleman, never realizing his undiscovered destiny—that he was marked from birth as Ariel's successor, fated to take her place as the Guardian of Balance.

Ignorant of his destiny, the ambitious but directionless Kain roamed the land. During one fateful journey, he was ambushed by brigands and murdered, cruelly impaled on his assassin's sword.

Plucked from the brink of oblivion by the Necromancer Mortanius, Kain awakened in the underworld, still transfixed by his enemy's blade. Tormented by his hunger for vengeance, and heedless of the spiritual cost, Kain recklessly accepted the Necromancer's offer of revenge—and rose from his tomb to discover that he had been resurrected as a vampire.

Kain wreaks his unholy revenge, but unwittingly triggers a chain of events that leads to the annihilation of Nosgoth's vampire race. As the last surviving vampire, Kain eventually discovers that he is destined to replace Ariel as Balance Guardian. But in order to restore the Pillars, and thus return their guardianship to Nosgoth's humans, he must sacrifice his own life. Kain rejects this choice—opting to rule Nosgoth in its damnation rather than commit himself to oblivion—and sires a new breed of vampires.



Ariel

A powerful sorceress, Ariel governed the Circle of Nine as the Guardian of Balance. The Circle was infiltrated by dark forces, however, and Ariel was assassinated by one of her fellow Guardians—the necromancer Mortanius, who had been possessed by a demonic entity bent on overthrowing the Circle.

Ariel's murder drove her beloved Nupraptor, the Guardian of the Mind, insane with grief. In his madness, he unleashed a telepathic shockwave throughout the Circle, and tainted the remaining Guardians with his derangement. Corrupted, the sorcerers turned their powers to dark and poisonous purposes, and abandoned their guardianship of the Pillars. Symbiotically bound to the Guardians who served them, the Pillars absorbed the sorcerers' corruption and fell into decay.

Until Balance can be restored, Ariel is fated to be bound eternally to the Pillars as a disembodied specter. She failed to persuade her successor, Kain, to sacrifice himself in order to heal the Pillars. His refusal condemned the Pillars to an eternal stasis of near-collapse, and damned Ariel to ceaselessly haunt the dilapidated Pillars she once served. Unless the Balance is restored, she will never be released.



Moebius

Moebius is one of the most ancient members of the Circle of Nine, the oligarchy of sorcerers sworn to serve and protect the Pillars of Nosgoth. Moebius—also known as the Time Streamer—serves as Guardian of the Pillar of Time, a role which grants him the power to bend time and manipulate history.

Moebius played a pivotal role in Kain's journey as a fledgling vampire, initially masquerading as a frail and harmless old soothsayer known as the Oracle. In this guise, he choreographed Kain's every step, leading him to discover one of Moebius's time-streaming devices, and ultimately embroiling him in a fateful battle between Ottmar's Army of Hope and the advancing Legions of the Nemesis, from the north.

Cornered in this losing battle, Kain used his only means of escape—the time-streaming device that he had so conveniently discovered—and found himself hurled nearly 50 years back in history. Hoping to alter the course of Nosgoth's future, Kain assassinated the young King William the Just, who was destined to become the vicious tyrant known as the Nemesis.

His task accomplished, Kain returned to present-day Nosgoth—and realized too late that he had been Moebius's pawn all along. For his murder of the beloved young king had triggered a genocidal crusade against the vampires of Nosgoth, led by the Time-Streamer Moebius, himself.

Kain took his revenge on the Time Guardian—beheading him as a fitting retribution for the countless vampires he had guillotined—but the damage had already been done. Moebius's brutal crusade had wiped out the vampire races, leaving Kain not only the last surviving vampire in Nosgoth, but the unwitting catalyst of his own species' extinction.

When Raziel plunges back in time through the Time-Streaming Chamber in his pursuit of Kain, he discovers Moebius waiting to meet him on the other side. Raziel is all too aware of Moebius's deceitful reputation, but realizes that they share a common enemy in Kain, and that he may have to consider a careful alliance with the devious Time-Streamer....



Elder God



The Elder God's origins are shrouded in mystery, and few in Nosgoth even know of its dark existence. Its tentacles coil throughout the deep and remote places of Nosgoth's murky underworld, but its subtle influence

reaches across the length and breadth of the land.

It is the Elder God who saved Raziel from the Abyss, resurrected him as a devourer of souls, and unleashed him upon Nosgoth to wreak his revenge. The Elder God urged his newly fledged "soul reaver" to reap the vampires' unholy souls and end Kain's death-grip on the decaying land.

Janos Audron

Little is known of the infamous Janos Audron, beyond the folklore and legends surrounding his name. Reputed to have been the most ancient and powerful vampire to have ever existed, the elusive Janos Audron was the hated enemy of the Sarafan warrior-priests and inevitably became the prime target of their vampire purge.

According to legend, Janos preyed relentlessly on the helpless villagers of Uschtenheim, until the Sarafan hunted him down and killed him, ripping his still-beating heart from his body. This relic became known as the Heart of Darkness, and was rumored to possess the power to resurrect vampires.



Vorador

The most ancient and powerful of Nosgoth's surviving vampires, Vorador has seen his kind oppressed and persecuted throughout history, and has come to regard humans as little more than brutish cattle.

During the time of the Sarafan crusade, Vorador infiltrated their stronghold and took his revenge on the Circle for their sponsorship of the vampire purge. After slaughtering six of the Guardians, Vorador retreated from the world in disillusionment and renounced the affairs of mankind.

Nearly five centuries later, however, Kain's ill-fated assassination of William the Just re-ignited the humans' genocidal hatred of vampires. This reckless act ultimately led to the annihilation of the vampires, and Vorador was eventually captured and executed by Moebius and his mercenary army of vampire hunters.



Training Grounds

The Plane Truth



In the Material Plane, the architecture is realistic and colorful, and Razel's health is represented by a smooth spiral. Different enemies are encountered, weapons can be picked up and used, and combat can be bloody and fierce using either brute force or the Soul Reaver itself.

Should Razel transform into an ethereal entity, either after his Material energy has been sapped or after shifting of his own will, he appears in the Spectral Plane—a warped version of the Material world. Architecture is malformed and tinted bluish-green, and Razel's health bar appears as a jagged spiral. In this plane, the wretched Sluagh prowl everywhere, only the wraith (green) form of the Soul Reaver can be used, and if Razel's health is depleted he will be swept back to the last checkpoint.

Plane Shift Ability



Razel can change from the Material to Spectral Planes at will. Press **[SELECT]** and choose the Plane Shift Glyph (the white-and-green icon) to warp. Many puzzles require Razel to switch to back and forth between the two Planes—platforms, objects, and even enemies change between worlds.

Returning from the Spectral to the Material Plane isn't quite as simple. Dotted around the Spectral Plane are pools of radiating light known as Material Plane Portals. While in the Spectral Plane, attack and devour the Sluagh and any nearby souls until the jagged health spiral fills and turns white. Then stand on the portal, press **[SELECT]**, and warp back to the real world of Nosgoth—The Material Plane.

Vampiric Actions

Walking and Running



The D-pad and left **[ANALOG]** stick control walking or running. Move away from the camera by pressing **↑**, walk and turn with **←** or **→**, and head back toward the camera with **↓**. Use the analog stick to choose the speed of movement—a full press enables a run, while a light touch causes Razel to tiptoe or walk.

Reaving



Feed your insatiable hunger for souls by pressing and holding **○**. Razel opens his cowl and souls are sucked into his body, each soul increasing his health spiral. Razel must devour his victims' souls to recover his depleted energy and sustain his material form. In the Spectral Plane, Razel must be at full health to shift into the Material Plane via a Material Plane Portal, so he must reave souls often.

Leaping



Press **X** to leap vertically. Use the D-pad or **ANALOG** stick to maneuver in mid jump. Raziel can jump longer distances by performing a run-jump. This is useful for clearing objects, jumping over enemies, and grabbing ledges. If Raziel can grab a ledge, he hangs on automatically.

Crouching



Raziel can crouch using **L2**. His movements are much slower while crouching, but he can execute a crouch-leap or a low attack. Crouching is also useful for ducking high attacks.

Crouch-Leaping



To gain extra vertical distance when jumping, hold **L2** and then jump (**X**). This allows you to jump higher, which is essential for reaching taller platforms and generally maneuvering around Nosgoth's treacherous environs. Combine the crouch-leap with a glide to really cover ground.



Gliding



Kain destroyed Raziel's wing when he condemned him to the Abyss. The tattered remnants are still useful, although flying is impossible. You can glide however, by jumping, then pressing and holding **X**, which adds vital distance to your jumps.

In some areas, Raziel encounters updrafts, which let him remain airborne longer than usual. While gliding, halt your forward momentum by holding **R1**, allowing you to take full advantage of an updraft. Another tactic is to glide upward in a spiral to get the maximum lift from an updraft.



Creeping and Sneaking



Hold **R1** while moving to have Raziel tiptoe with a kind of daintiness not often associated with the shambling undead. Use this technique to sneak up on unwary enemies or slowly creep around precarious ledges—Raziel won't fall over the edge as long as you hold **R1**.

Climbing



Raziel can sink his decayed claws into more than just hated flesh—these pincers are ideal for clambering up sheer walls. When you find a climbable wall, like the one above, leap at it (**X**), and use the D-pad or left **ANALOG** stick to move. Press **X** again to release.

Swimming



While swimming in the Material Plane, press **X** repeatedly to stroke, or hold **X** to swim at a measured speed, using the D-pad or left **ANALOG** stick to choose direction. Hold **R1** to swim slowly, or press **L2** followed by **X** for a speed burst. When at or just below the surface, use the speed burst to jump out of the water.

NOTE

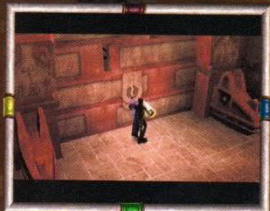
In the Spectral Plane, water has no substance and Raziel will fall through it like air.

Camera Movement



The camera following Raziel's every move is delightfully simple to control. To reorient the camera behind him, tap **[R2]**. To pan the camera around Raziel as he moves (or stands still), rotate and move the left **[ANALOG]** stick. To zoom in and look around an area, press and hold **[R2]**, then move Raziel's view with the left **[ANALOG]** stick. This is useful when checking walls and ceilings for traps or switches.

Opening Doors



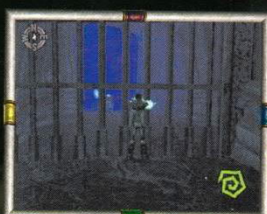
If a door is unlocked, position yourself near the door handle and press **[X]**. Some doors can only be opened by the Soul Reaver, so in those cases make sure the Reaver is activated before pressing **[X]**. A few doors also require the Soul Reaver to be imbued with a particular elemental power before they'll open.

Moving and Rotating Objects



Occasionally, Raziel has to engage in some heavy lifting. To move blocks, hold **[X]** to grab, then use the D-pad or **[ANALOG]** stick to maneuver. To rotate objects, stand near them and tap **[X]** (or hold **[X]** and use the D-pad or **[ANALOG]** stick).

Phasing Through Gates



Raziel can phase through gates, but only while in the Spectral Plane. Just push **[UP]** or left **[ANALOG]** stick forward while standing in front of the gate and Raziel takes care of the rest. Watch out though, if you get hit while phasing, the process will stop.



Imbuing the Reaver



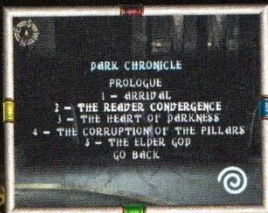
You encounter elemental powers throughout the game, but you must visit the elemental forges to activate them. Once activated, press **[X]** to imbue the Reaver with that particular element. These powers work only in the Material Plane; if you switch to the Spectral Plane, the Reaver reverts to its normal state and must be re-imbued upon return to the Material World.

Weapons and Objects



Aside from those sweet, sweet souls, Raziel's enemies often leave weapons behind when they expire. Pick them up with **[X]** and hack away; to drop them, crouch (**[L2]**) and press **[X]** or **[UP]**. The same commands work for other objects you encounter, such as emblem keys.

The Dark Chronicle



The Dark Chronicle records the conversations Raziel has with Moebius, Kain, and other key figures, so that you can review the information you have in your search for clues. To access the Chronicle, press **START**, choose "Dark Chronicle," and press **X**. Scroll through the list and choose a section to read with **X**. While reading, use **←** and **→** to navigate through the pages.

The Map



Throughout the game you can view your general location using the map. Press **SELECT** and choose the map icon. The section of Nosgoth you are currently in will be highlighted in blue. Your current goal is represented by red highlights, and you can move the highlight over the map to show the areas you have visited or learned about at each point in the game.

Summoning the Reaper



Shortly after the game begins, Raziel gains the ability to summon the Reaper while in the Material Plane (the Reaper is always with him in the Spectral Plane). To summon or dismiss the Reaper in the Material Plane, either choose the Reaver Glyph from the **SELECT** menu, or simply double-tap **●**.

Targeting a Foe



Once an enemy has been sighted, the easiest way to reave that soul is to target your enemy and close in. Press and hold **R1** to engage autoface mode. To face a different enemy, release and re-press **R1**.

Circling and Dodging



While autofacing, use the D-pad or left **ANALOG** stick to move around your enemy. To dodge an attack, press the D-pad or **ANALOG** stick sideways (not toward or away) in relation to your opponent and tap **X**—you should now be in perfect position to counterattack.

Lunging and Retreating



While still targeting your opponent, press the D-pad or **ANALOG** stick toward your foe, tap **X** to lunge, then immediately press **■** or **▲** to execute a powerful strike. Press the D-pad or **ANALOG** stick away from your enemy and tap **X** to quickly retreat out of range.

Lunging attacks are the most powerful hand-to-hand technique. Once you learn the correct striking distance for the various weapons (lunge from closer range if you're using claws, for example), you can take on just about anything while incurring very little damage.

If you need a little breathing room, a crouching lunge knocks most enemies off their feet. To perform a crouching lunge: While autofacing an opponent and in a crouching (**L2**) position, press **↑** on the D-pad or **ANALOG** stick and press **▲**.

Ducking and Low Blows



Duck high attacks by holding **L2** (effectively crouching). Like blocking, ducking isn't very effective, especially against more powerful adversaries. While ducking, press either attack button (**■** or **▲**) to execute a low attack. Low attacks are particularly effective against the greater slugh.

Blocking



Block attacks by holding **L1**. Blocking is an effective strategy against standard attacks. Blocking minimizes the damage Raziel takes. Beware, if Raziel overuses Blocking, the enemy will counter with a more powerful, unblockable attack.

THE LEGACY OF KATANA SERIES SOUL REAVER 2

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Claw Combat



If you don't have the Soul Reaver or another weapon, Razel can attack with a series of clawing strikes while in the Material Plane. Press **■** once for a single swipe, twice for a two-hit tear, or three times for a triple-clawing flail. These quick attacks inflict light damage, but keep your enemy off balance.

Kicking



Using the **▲** button when armed, Razel starts with a claw, then executes a hefty kick, sending a victim flying across the room. This is an excellent way to clear your immediate area when you're stalked by multiple foes.

Using Weapons



Razel uses a variety of weapons in the Material Plane. The Soul Reaver is quite powerful, but it claims the souls of the enemies it dispatches, leaving no health bonus for you. Pick up (press **■**) a sword or halberd from one of your many fallen foes. Some weapons hit from a longer range, so adjust your combat strategy accordingly. Weapons can also be thrown: Press and hold **[R2]**, then hold **▲** until a target appears. You can reorient the target using the D-pad or analog stick. Release **▲** to throw the weapon.

Force Bolts



Razel isn't limited to hand-to-hand combat; he's also got projectile attacks in his undead arsenal. When unarmed, Razel can fire a bolt of telekinetic energy: Press and hold **[R2]**, then hold **▲** until a target appears. Reorient the target using the D-pad or (ANALOG) stick and release **▲** to fire. Razel can conjure a similar bolt using the Soul Reaver. Force bolts aren't particularly powerful, but do cause a small amount of damage and can be useful to propel enemies away from Razel.

Stunning a Foe



After two or three successful combos, all but the most powerful of enemies will be dispatched or stunned—swaying unsteadily on their feet and ripe for the reaving. Simply walk up to your victim, press **■** or **▲**, and Razel executes a devastating finishing move.

Combo Theory



To be the deadliest reaver you can be, you must understand the full potential of combos. Press **■** three times to execute a quick and effective combo that leaves many enemies wide open.

For more powerful foes, such as Demons and Sarafan Warriors, who are smart enough to block attacks, you need to mix it up. Start the battle with a lunging attack, then immediately launch into a combo. If your lunge hits, quick **■** moves should keep your foe off balance.

Slower enemies are vulnerable to a slow but deadly **▲** combo, but don't think your combos have to be all one button. Begin your assault with **■**, then move to more powerful **▲** attacks.

Switch to low attacks in the middle of a combo by holding **[L2]** halfway through. This is a particularly good tactic to break your enemy's blocks. Once you've mastered the combo, you'll be reaving more souls than you know what to do with.

Armory

To be the best reaver he can be, Raziel needs to master a wide variety of weapons during his travels. His natural claws are powerful enough to tear many enemies apart, and he can also pick up and wield the swords and tridents, or any of his fallen foes' other weapons (with the exception of the cannoners' cannons). However, the most potent weapon in his arsenal is unquestionably the wraithblade itself: the Soul Reaver. The Soul Reaver isn't just a two-edged sword—Raziel must respect its power, or its soul hunger will turn on him.

The Soul Reaver

The origins of the Soul Reaver are shrouded in mystery. Rumored to be thousands of years old, the blade has been present at many of the major turning points in Nosgoth's tumultuous history. Kain discovered and claimed the Reaver within Avernum Cathedral, during his travels as a fledgling vampire.

King William the Just also wielded the Soul Reaver, which was given to him by Moebius shortly before Kain's journey into Nosgoth's past, and his ill-fated assassination of the young king.

The Reaver blade shattered when Kain turned it against Raziel, newly resurrected as a reaper of souls. At that moment, the Soul Reaver's spirit bound itself to Raziel, becoming his symbiotic weapon. It was always with him in the Spectral Plane, and would manifest in the Material Plane when Raziel's health spiral was full.

Very early in the game, the Soul Reaver undergoes a significant change when it comes into contact with the original, broken blade within King William's tomb. Once the transformation is complete, the Reaver grows in power and can thereafter manifest in the Material Plane regardless of Raziel's health level.

The Reaver in Combat

Activating the Reaver



The Reaver is always with Raziel in the Spectral Plane, and is the only weapon he can wield there. In the Material Plane, however, Raziel can summon and dismiss the Reaver at will, via the **[SELECT]** menu or simply by double-tapping **[O]**.



The Reaver has developed its own hunger for souls. If you kill an enemy with the Reaver, the sword devours the soul, leaving Raziel with nothing. If you get in a couple hits with the Reaver but deliver the deathblow with claws or another weapon, Raziel can suck down the soul. However, it provides less health depending on how much damage was done to the enemy with the Reaver—the Reaver steals a bit of the soul with each hit. As the Reaver strikes an enemy, its bloodlust increases, and the Reaver bar surrounding Raziel's health spiral grows.

The Reaver's power grows to the point where it can destroy some enemies with a single hit. Sounds good, right? Well, if the Reaver becomes too powerful and the Reaver meter completely encircles the health spiral, the Reaver begins to feed on Raziel's own soul. The Reaver meter decreases over time.



Lunging attacks using either **[O]** or **[A]** initiate a fierce slash.

Reaver Attacks



Press **[O]** to execute a sweeping, fast sword slash, which often hits two or more enemies if they're close together. Tap **[O]** twice to trigger a double slash combo.



Press **[A]** to execute a fierce spinning attack. This move is slow but causes great damage. Double tap **[A]** and a powerful forward stab follows the spinning slash.



Press **[A]** while crouching to perform a rising slash. This move hits from medium range and is excellent for overriding incoming attacks and knocking foes out of the air.



The Reaver can also fire projectiles—hold **[R2]** and **[A]** to aim, then release **[A]** to fire.

Elemental Reavers

The Dark Reaver



When Razel imbues the Reaver with Dark power, he can use it to activate Shadow Bridges. The Dark Reaver can also blind Sentry Eyes, allowing Razel to reach previously inaccessible areas.



The Light Reaver



When the Reaver is imbued with Light, it casts a torch-like glow around Razel, allowing him to see in dark areas. This light extends to whatever Razel targets with a Light Reaver bolt.

The Light Reaver can also trigger light crystals, which often unlock doors and activate puzzle elements.



The Air Reaver



The Air Reaver can activate Air Plinths, which are located in strategic spots throughout Nosgoth. Once triggered, Air Plinths issue a strong updraft, allowing Razel to glide across chasms and up to higher platforms. Razel can also use Air Reaver bolts to shatter cracked doors and walls. Another benefit of the Air Reaver is that it allows you to travel unencumbered through the mucky swamp water.



NOTE

When equipped with the Air Reaver, Razel can travel unencumbered through the mucky swamp water (it makes him more light-weight).

The Fire Reaver



Like the Light Reaver, the Fire Reaver casts a dim glow around Razel's immediate environment. In addition, the Fire Reaver can activate a Fire plinth.

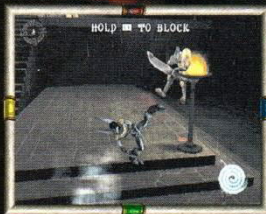
Claws And Other Weapons

Claws

Razel's vampirish claws can be used as weapons in their own right, capable of felling even the most powerful enemy in a pinch. Claw attacks are extremely fast, but don't cause much damage.



Tap **■** to trigger a left-handed strike. A double tap executes a left/right combo, while a triple tap attack ends with a left-hand uppercut, frequently knocking a foe to the ground.



To execute a fierce roundhouse, press **▲**. Double tap **▲** and Razel follows the roundhouse with a vicious kick, which, if it connects, sends the enemy flying across the room.



Attacking with **■** while crouched causes Razel to kick his foe—even if he's wielding a weapon. A crouching **▲** claw strike usually knocks an opponent off his feet.



Lunging attacks using either **■** or **▲** initiate a two-handed slash.



Execute a finishing move on a stunned enemy by pressing either **■** or **▲** and Raziel rips the heart out of his hapless victim.

Swords



Raziel encounters a variety of sword-bearing foes as he travels through Nosgoth. Vampire Hunters are armed with broad falchions, Thralls wield short swords, and Sarafan Warriors use long, ornate blades. Regardless of appearance, all have the same range and inflict the same damage. Swords are not as quick as claws, but they are more powerful.



Tap **■** to execute a single slash. Double tapping follows the first slash with a rising cut, while triple tapping adds a vicious swing capable of knocking an opponent to the ground.



A powerful downward stroke results if you hit **▲**, while double tapping **▲** unleashes an uppercut that launches an opponent straight up into the air, leaving him vulnerable to further attack.



While crouching, press **▲** to initiate a strong uppercut slash.



Lunging attacks using either **■** or **▲** result in a stab.

Pikes, Tridents, and Halberds



Execute a finishing move on a stunned enemy by pressing either **■** or **▲** and Raziel decapitates his foe.



Some Vampire Hunters and other enemies wield pikes, tridents, or halberds. All three variants behave the same in battle. These weapons have the longest range and inflict even more damage than swords, but they are slower.

Raziel also picks up axes during his travels—these weapons behave almost exactly like pikes, tridents, and halberds, except that axes are slightly slower and inflict more damage.



Tap **■** once and Raziel strikes with the butt-end of a pike. Double tapping adds a sweeping slash with the weapon's blade; this attack often hits more than one foe. Triple tapping **■** causes Raziel to end the combo with a spinning attack, which knocks an enemy off his feet. You must be fairly close to your opponent to execute this combo successfully.



Tap **▲** to unleash an overhead chop. Tap **▲** again and Raziel follows with a low swing, which, if it connects, knocks an enemy quite a distance away. This combo can hit from a very long range.





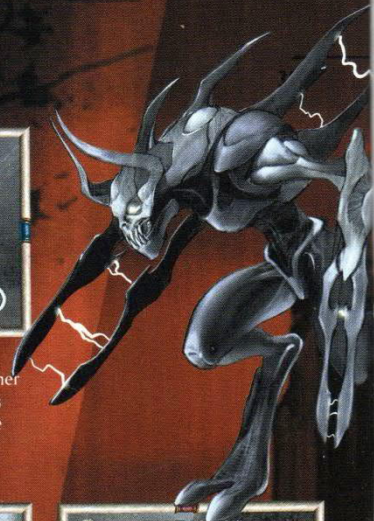
While crouching, press **▲** to trigger a strong overhead slash, a move that often overrides enemy attacks.



Lunging with **■** or **▲** executes a spinning attack, much like the third strike in a **■** combo.



Perform a finishing move on a stunned enemy by pressing either **■** or **▲** and Razel impales his victim. Be aware that this move causes Razel to drop his pike.



Torches



Torches are similar to swords, except not quite as long range or as potent.



Tap **■** to execute a single swing. Double tapping follows the first swing with a second, rising swing, while triple tapping **■** adds a vicious blow that knocks most opponents to the ground.



A strong overhead stroke results if you hit **▲**, while double tapping results in a rising swing that launches an opponent into the air, leaving him open to further attack.



While crouching, press **▲** to initiate a strong uppercut swing.



Lunging attack using either **■** or **▲** result in a forward stabbing motion.



Perform a finishing move on a stunned enemy by pressing either **■** or **▲** and Razel lights his foe on fire. This extinguishes and destroys the torch, however.



Bestiary

The inhabitants of Nosgoth, past and present, aren't keen on undead, soul-sucking Vampires running around with large wraith blades. There are foes at every turn, across both the Material and Spectral Planes. We've catalogued them all here, and included attack strategies designed to separate the fiends from their sweet souls with ruthless efficiency.

Sluagh



Strengths:
Very fast, with excellent dodging ability. They often attack en masse.
Weaknesses:
They can't take many hits and their attacks don't do much damage.

These tortured creatures infest the Spectral Plane, feeding on stray souls. Raziel encounters them throughout his travels, often facing two or more at a time. Sluagh are some of the quickest attackers in the game, able to dodge most heavy ▲ strikes, and lunging in with a double claw slash. Wait for them to attack, then counter, or wade in with ■ attacks. Don't get surrounded.

Vampire Hunters

These warriors are the mainstays of Moebius's trained army, sworn to eradicate Vampires from Nosgoth. They exist after the time of the Sarafan Warriors.

Pikemen



Strengths:
Long range, wide attack arc often results in Raziel being hit even if he sidesteps.
Weaknesses:
They're vulnerable to lunge attacks and crouching ▲ strikes.

The halberd-wielding Hunters are quick and strike from a relatively long range. Dodge and counter, or lunge in quickly and attack from close quarters.

Cannoneers



Strengths:
They have long-range projectile attacks.
Weaknesses:
Their melee combat attacks do very little damage, and they're easy to kill with just a few hits.

Cannoneers rarely appear alone; they usually support more conventional melee units. Cannoneers hang back and attack from long-range with projectiles—run past the halberd and sword Hunters and kill the cannoneers first. In hand-to-hand combat, they're almost helpless.

Attack Dogs



Vampire Hunters have trained Attack Dogs to assist in flushing out the undead. Man's best friend may not translate into Vampire's worst enemy, but these dogs are a nuisance. They'll spot Raziel from a greater distance than human Hunters can. Standard attacks dispatch a dog. They have souls, too.

Greater Sluagh



Strengths:
Stronger than regular Sluagh, its low stature makes it difficult to hit.
Weaknesses:
Its lunge attacks are easy to sidestep.

This dark entity is a more dangerous version of the common Sluagh. The Greater Sluagh is powerfully built, hunched low to the ground, and very aggressive—it charges headlong into battle. Dodge and counter, but high attacks won't hit a Greater Sluagh.

Swordsmen



Some Hunters are armed with large, heavy swords. These warriors inflict more damage than their halberd-wielding brethren, but their attacks are slower and have a

shorter range. Dash in and hack with the Reaver, or dodge their slow strikes and make them pay.

Strengths:
They have good attack strength and a powerful overhead slash.
Weaknesses:
With lesser range than Pikemen, they're easily sidestepped and vulnerable to crouching ▲ strikes.

Strengths:
They have a long line-of-sight, and are fast.
Weaknesses:
They're easy to kill and inflict little damage.

Shades



These soulless creatures can manifest in the Material and Spectral Planes, like Raziel. A Shade is almost impossible to spot in the dark, save for the flickering glow of a heart in its chest. Shades can attack with projectiles, although they'll slash with their dark claws after Raziel approaches within range.



These fiends often guard elemental fonts, stealing their elemental power until destroyed. With the Reaver, dispatch them easily with a strong lunge attack (while targeted, press **X**, then **▲**) followed by two **■** slashes or crouching **▲** attacks. If the Reaver is at medium or high power, it kills a Shade with a single lunge.

Strengths:

They have projectile and claw attacks, can inhabit both Spectral and Material Planes, are difficult to see, and attack in numbers.

Weaknesses:

Raziel gets an almost-guaranteed kill with a lunge and **■** combo attack.

Sorcerer Thralls



Strengths:

They have long-distance fireballs and always attack in numbers.

Weaknesses:

They can't absorb much damage and their hand-to-hand attacks are weak.

Sorcerer Thralls often appear in support of sword-wielding Thralls and Greater Thralls. They fire long-range projectiles and attempt to flee as you approach. If pressed, they lash out with quick claw attacks. As with Cannoneers, take them out first.



Thralls

These undead warriors guard Nosgoth's ancient shrines, often climbing out of their underground resting-places when Raziel approaches.

Swordsmen Thralls



Most Thralls wield thick short swords. They behave like Vampire Hunters in combat, though significantly quicker and more powerful. They can also block, so be careful.

Strengths:

Fast, sweeping attacks often hit Raziel even when sidestepping; they attack in numbers.

Weaknesses:

They're vulnerable to crouching **▲** strikes and lunges.

Greater Thralls



Small groups of Thralls are sometimes led by a Greater Thrall. These Thralls are large, much larger than Raziel, and can do significant damage. They aren't quick though, so use that to your advantage and keep them off balance with quick attack combos. Occasionally, Greater and regular Thralls hold an emblem key, which Raziel can pick up and use after the Thrall has been dispatched.

Strengths:

They have potent attacks and can take a bit of punishment.

Weaknesses:

They can be outflanked by sidestepping and are vulnerable to lunge attacks and crouching **▲** strikes.



Sentry Eyes



These giant eyeballs keep deadly watch over important doorways and other key areas. As you approach, they glow red—continue, and they'll strike Razel with a lethal energy blast that sends him directly to the Spectral Plane. Razel can temporarily disable a Sentry by hitting it with a Dark Reaver bolt, causing the eyeball to roll backward for a short amount of time.

Strengths:

One hit from their energy blast sends Razel to the Spectral Plane.

Weaknesses:

They're temporarily disabled by Dark Reaver bolts.

Demons

As the spiritual health of Nosgoth declines, Demons penetrate the Material and Spectral Planes. They can phase in at any time, often creating barriers to prevent Razel from fleeing. Furthermore, they are relentless in their attacks, even following Razel into the Spectral Plane. Demons attack in numbers and are the most dangerous foes Razel faces—though a powered-up Reaver is still more than a match for any Demon.



Lightning Demons



These Demons are dark gray, with bolts of blue electricity arcing from their claws. They're very skilled at countering lunge attacks, so sidestep unless you can time it so that you're lunging in as they recover from an attack of their own. Watch out for those pincer claws—if their special attack connects, they lift Razel into the air and shock him.

Strengths:

They use an overhead chop and electricity attacks, and they're notoriously adept at countering lunges.

Weaknesses:

They're susceptible to sidesteps and crouching ▲ strikes.

Acid Demons



Bearing a great blade on each hulking green arm, Acid Demons are formidable enemies. From longer ranges, Acid Demons expel a noxious stream of acid, or execute a powerful double chop attack. These fiends are equally skilled defensively and are expert blockers. Mix your attacks with low strikes and sidesteps to circumvent the block.

Strengths:

They have a devastating double chop, gas attack, and blocking skills.

Weaknesses:

Crouching ▲ strikes often override a Demon's attack. They're somewhat vulnerable to sidesteps.

Gas Demons



These purple Demons spew a double plume of green gas from appendages mounted above their shoulders. Though they resort to a claw slash when in close, they rely on their gas attack most of the time. They aren't as good at blocking as some of their fellow demons.

Strengths:

Their gas attack does a lot of damage.

Weaknesses:

Their attacks aren't very long range, they're easily sidestepped, and they don't block well.

Fire Demons



These huge horned Demons are a sight to behold. Their preferred attack is a blast of fire, which extends a long distance in a wide cone. They can also spawn Groundlings, tiny Demon larvae that feed on Razel, though they require only a single hit to kill. Fire Demons have a deadly charging attack, which does a large amount of damage, and they can hurl fireballs. Sidestep rather than lunge, and outflank these behemoths.

Strengths:

Their fire and charge attacks are very potent.

Weaknesses:

They're extremely slow and vulnerable to sidesteps.

Black Demons



The most fiendish of the Demon hordes are the Black Demons. These gigantic brutes look similar to their Fire Demon brethren, but with extra horns, and more black. They also behave similarly, employing a variety of devastating lunge and charge attacks, fireballs, and fire breath on Razel.

Strengths:

They have extremely powerful attacks and quick fireballs.

Weaknesses:

They are slow and can be outflanked.

Demon Hunters

After the vampires were purged and the Pillars fell, Demon Hunters arose to battle the new enemies threatening to overrun Nosgoth from the Demon realm. Demon Hunters are like their Vampire Hunter predecessors, but harder.

Axemen Demon Hunters



These Hunters wield large, crude-looking axes. They are slower than Vampire Hunter Pikemen, but can inflict and absorb more damage.

Strengths: They have powerful attacks and can absorb many hits.
Weaknesses: They're vulnerable to both sidestep and lunge moves.

Swordsmen Demon Hunters



These Hunters excel at close combat but can be easily outmaneuvered with sidesteps and lunges. Their blades pack a punch.

Strengths: They have potent sword attacks and can absorb many hits.
Weaknesses: They're vulnerable to both sidestep and lunge moves.

Cannoneer Demon Hunters



These cannoneers, like their vampire-hunting forebears, often support hand-to-hand units. As usual, charge in and take them out.

Strengths: They have long-range attacks.
Weaknesses: They can't take many hits and are poorly equipped for close combat.

Vampires



Nosgoth's vampires are a dying breed, mercilessly persecuted by the Sarafan and the Vampire Hunters. Raziel encounters only a handful of vampires during his travels, and though they're curious about him, they don't consider him a threat.

Mutants



These stunted creatures roam Nosgoth's dark future, feeding on whatever is unfortunate enough to cross their paths. Mutants shamle on a single misshapen leg and attack with a twisted claw.

Strengths: Mutants take plenty of punishment and their claw attacks do major damage.
Weaknesses: They have a short attack range and are very slow and easy to dodge.

Sarafan Warriors

The Sarafan were a monastic sect of warrior-priests, made legendary by their holy war against the vampire menace. These highly trained combatants were the ultimate human warriors. Before becoming a Vampire, Raziel himself was a preeminent member of the Sarafan order.

Pikemen Sarafan Warriors



Strengths: Their quick, powerful attacks are difficult to dodge. They have robust health.
Weaknesses: They're vulnerable to lunge attacks.

Sarafan Pikemen wield vicious tridents, and they know how to exploit the strengths of their chosen weapon. These Sarafan favor a long-range jab attack, but they also lash out with a sweeping strike that hits Raziel even if he tries to sidestep.

Swordsmen Sarafan Warriors



These Sarafan wield long, delicate blades. They specialize in short- and medium-range attacks, but aren't as quick as pikemen.

Strengths: They're good blockers and strong at close combat.
Weaknesses: They're easy to sidestep and their attacks don't hit from long range.

Sorceresses



Strengths: They're almost impossible to hit when fleeing if you use autoface, and their fireballs are extremely fast.
Weaknesses: They can't take much damage, often dying after just two weapon hits or a single force bolt.

Sorceresses often accompany two or more Sarafan Warriors, and provide long-range projectile support while the pikemen and swordsmen attack. Sorceresses flee if approached, and have no short-range attack capability.

The Walkthrough

A Reaver in Time



Waiting for Razel in the Time-Streaming Chamber, Moebius reveals that they knew each other when Razel was a Sarafan Warrior. Unsympathetic to the back-stabbing manipulator, Razel turns the Reaver on Moebius, but the sorcerer's magic orb temporarily dispels the wraith blade. Moebius then tells of the crusade he led against the vampire scourge and of Vorador, the vampire-assassin who claimed the lives of six Pillar Guardians. The Pillars still stand, and Moebius encourages Razel to journey there to meet and destroy Kain.

NOTE

Note the second Time-Streaming Chamber with the crystal above the door—you return here later.

Sarafan Stronghold



From the start point, you can re-enter the Time-Streaming Chamber from which you came, but there's nothing to do there now. The second Chamber is locked. Approach and open the double wooden doors (press **■**).

Once through the doors, turn left and take the halberd from the wall (press **■** while standing close). Ignore the brazier; it's useless to you at this point. Turn around and continue down the hall toward the waiting Vampire Hunter.



Vampirish Combat 101



You can run past this Hunter, but there's no time like the present to reave souls. Trigger the autoface (hold **[R1]**), and attack with **■** or **▲**. Hold **[L1]** to block the Hunter's attacks, then counter. When he's dead, suck down that sweet soul by holding **○**.

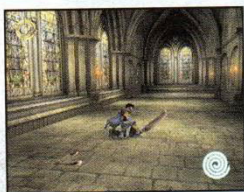


You should read the "Training" chapter to learn all the ins and outs of combat, but this crash course will get you started quickly. Hold **[R1]** to autoface an enemy. Thus engaged, **×** executes a sidestep or dash maneuver rather than the usual jump. Tap **■** repeatedly to execute quick combos and **▲** for stronger but slower strikes.

TIP



Continue around the corner and battle the next Hunter. Once he's out of the way, the door at the end of the hall unlocks.



You can drop the halberd (hold [L2] and press [X]) and pick up the Hunter's sword (press [X] while standing near it). The sword is quicker. Stick with the halberd since it hits enemies from a longer range. When dealing with two or more attackers, the extra range helps.



Kill or ignore the Hunter here and enter the door on the east side of the hall—the gated door at the end of the hall is locked. Enter the next room and prepare for battle.

Know the Foe: Vampire Hunters



Vampire Hunters come in three varieties—swordsmen, pikemen, and cannoneers. Swordsmen wield a heavy, two-handed blade, and they inflict more damage of the three, though their attacks are slow. Their strongest attack is an overhead chop; sidestep these strikes and counter.



This halberd-wielding Hunter is quicker than previous enemies. Get close with a dash, then unleash deadly combos. Once you put her to eternal rest, go through the next door.



Eventually, your attacker becomes stunned from your unrelenting blows. When this happens, hit [X] or [Y] while standing close to execute a finishing move. If you're wielding a halberd, the ensuing impalement causes you to drop your weapon, which can be inconvenient. If using a sword, however, you'll keep your weapon in hand.



Pikemen are quick and can hit you from longer range. The wide, sweeping attacks they sometimes execute make sidestepping difficult—instead, keep your distance and close with a lunge attack (D-pad or [ANALOG] stick toward your foe with auto-face on, followed with [X] or [Y] and then a combo.

Sarafan Cathedral



After a short cinematic clip, you find yourself in the cathedral courtyard surrounded by three swordsman Hunters. Eliminate them and a gate in the northeast corner opens. Besides the way you came in, another hallway leads out from the courtyard, but it dead-ends at a locked door.



Cannoneers attack from long range with their cannons. They frequently appear with pikemen and swordsmen, providing projectile support. Their cannons are easy to dodge, so rush in close and attack. Cannoneers don't last more than a few Reaver strikes.

The Plane Truth



If your health spiral empties in the Material Plane, you automatically rejoin the Spectral Plane. Sometimes it's smart to go to the Spectral Plane voluntarily to solve puzzles, phase through gates, or just replenish your health. Hit **[SELECT]**, choose the Plane Shift Glyph, and you'll find plenty of wandering souls to feed on. A Material Plane Portal is located in the center of the courtyard for easy return to the Material Plane.



Exit through the newly opened gateway. Another gate bars your way at the end of the hall—if you switch to the Spectral Plane, you can phase through it by holding **[UP]** or pressing the **[ANALOG]** stick forward.



Warp back to the Material Plane using the planar portal in the center of the cathedral. Eight guards are here, some with swords and some with halberds. You can either kill or ignore them, then climb the steps to the large eastern gate.



No longer under the influence of Moebius's vampire-immobilizing orb, the Reaver returns to Razeel.



This gate leads to the inner sanctum and the tomb of King William the Just. Enter, kick back, and watch some cutscenes. Then exit through the door on the south wall.



Razeel finds the tomb of King William the Just, whom Kain traveled back in time to assassinate. The Soul Reaver is here, broken from the battle between William and Kain. Razeel's wraith blade undergoes a significant change in the presence of its original self. Moebius also appears, urging Razeel to continue his hunt for Kain, though perhaps his motives aren't entirely altruistic....



Fighting multiple enemies is tricky. Keep moving and learn to switch targets quickly. Don't let yourself get surrounded. If you must clear some space, a fierce attack combo (keep hitting **[▲]**) or a crouching dash attack usually knocks an enemy clear, giving you vital seconds to deal with his friends. For the crouching dash, autoface an enemy with **[R1]**, hold **[L2]**, press the **[ANALOG]** stick or D-pad toward your victim to dash, and then press **[■]** or **[▲]**. It's complicated, but effective.

Fear the Reaver



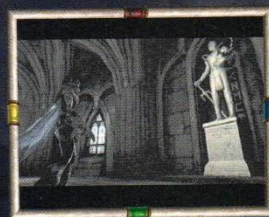
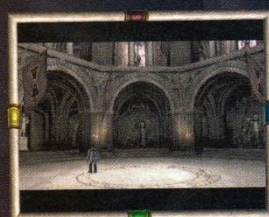
From this point on, the Reaver is fundamentally altered—it's running the show, and you're just along for the ride. You can summon the Reaver anytime regardless of health, but its hunger for souls is now greater than your own. If you use the Reaver to kill an enemy on the Material Plane, it gets all the soul energy. If you need health, use your claws or another weapon. As you attack with the Reaver, it becomes increasingly powerful—note the new bar encircling your health spiral. As this bar increases, so does the Reaver's power, often felling enemies with a single blow. When the Reaver bar forms a full circle around your health spiral, the ravenous Reaver actually saps *your* soul, so be careful! You should also note that Razel's health is drained after the incident in the chapel, so be aware of this as gameplay resumes.



In a nearby chapel, Razel learns about the infamous vampire, Janos Audron, whose still-beating heart was ripped from his body by the Sarafan. The so-called Heart of Darkness can resurrect vampires. Ten gold pieces says that's going to come up again.

Exit the inner sanctum via the door on the south wall. Follow the hallway and deal with the Hunter. Go through the door into the Sarafan memorial chapel to learn more about your past as a member of the order.

As you enter, a gate comes down on the second level as two halberd-wielding Hunters drop from above. Dispatch them to open the gate.



The memorial chapel is a tribute to Razel and his vampire comrades in arms. Portraits of his fellow Sarafan Warriors line the walls, while Razel himself is memorialized with a statue. The sight only inflames Razel's insatiable hunger for revenge.



There's a barred gateway on the lower level, but since it's not visibly permeable, you can't phase through it. Take the spiral staircase (almost directly across the chapel, flanked with wall-mounted halberds) to the second floor. The exit is in the southwest corner of the room—use your compass to navigate!



Follow the corridor until it ends at double doors. Go through and prepare to behold Nosgoth in its former splendor.



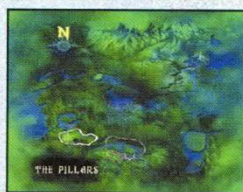
The Southern Lake



Raziel exits the Sarafan Stronghold and marvels at Nosgoth's beauty. His next stop is the Pillars, located to the northwest, where he plans to teach Kain a thing or two.



NOTE



Hit **[SELECT]** at any time, and choose the map glyph to look at your location.

Swimming



See "Training" for a complete primer on swimming. Press **X** to stroke, or hold it to swim steadily. Hit **[L2]**, then **X**, to launch out of the water onto land.



Jump in the water, and swim to the outcropping on the left. You automatically trigger the checkpoint beacon (it looks like a pole with a ring at the top) as you approach.



These beacons draw a bit of Raziel's soul energy when he passes and act as checkpoints. If your health spiral expires in the Spectral realm (which isn't likely if you pay attention to this guide), you'll restart from the last beacon you visited.



Turn the nearby wheel (■) to open an underwater gate. You can only open the door at the southern end of the lake after you imbue the Reaver with the element of Dark, so ignore it for now.



Swim through the underwater gate at the north end of the lake. If you have trouble finding it, change to the Spectral Plane, then to the Material Plane using the warp gate on the lakebed.

The Plane Truth



Water has no substance in the Spectral Plane, so if you shift while swimming, you'll drop to the lake bottom. A planar shift point and a host of lost souls are down there, so it's no problem to recharge that diminishing health spiral.



Once through the underwater gate, head toward dry land on the left. An outcropping of land in the northwest leads to a brazier via a series of platforms, but you don't need that now. Approach the obelisk, and a short cutscene reveals all. This is the first save point!

NOTE

If you load a saved game or restart from the last checkpoint in the Spectral realm, the enemies you killed in the Material Plane will be back. Unfortunately, you must kill them again or race past them. Sluagh are always present in the Spectral world, regardless of how many you kill.



After saving, head east toward the platforms that lead to the next area. You must crouch-leap and glide to traverse these platforms.

TIP



Crouch-leap (crouch with **L2**, then hit **X**) to reach tall platforms. Raziel automatically grabs the ledge if it's close enough—hit **↑** or **ANALOG** stick up to pull yourself onto the platform.



When jumping to another platform, press and hold **X** while in the air to grab your tattered wings and glide longer distances.



Raziel notices that the Stronghold gates have a red crystal above them, just like the earlier second Time-Streaming Chamber. That will come in handy later.



Follow the path and prepare to battle a number of Vampire Hunters. Two pikemen attack almost immediately, and you face your first cannoneer farther along.



A pair of swordsman Hunters attack as you continue, two more pikemen wait ahead, and a cannoneer camps out farther on. Continue to the bridge, which leads to the Pillars.



Fear the Reaver



If you dispatch all the upcoming foes with the Reaver, your health spiral will be low. Instead, when facing a group of adversaries, kill the first with the Reaver. Equip the fallen Hunter's weapon, so you can reave the rest of the souls yourself. If the Reaver overheats and saps your soul, you will be switched to the Spectral Plane quickly to extinguish its hunger.



Decision at the Pillars



Once over the bridge, continue along the pathway. An Attack Dog catches your scent immediately; crouching attacks work best (hold [L2], tap [X]). Deal with his Vampire Hunter and continue down the path.

Know the Foe: Attack Dogs



These trained killers help Hunters sniff out vampires. Attack Dogs notice you before their handlers do and rush in to assault. A few swift kicks should take care of them.



Pass an outdoor shrine and encounter another Hunter before the trail opens. An Attack Dog and cannoneer wait for you here, across a small stream. Terminate them from long range with force or Reaver bolts if you don't want to get your claws dirty, then pass the checkpoint here before continuing up the stairs to the north.

The Plane Truth



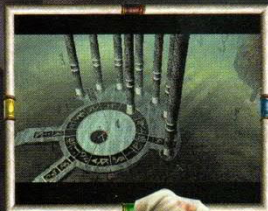
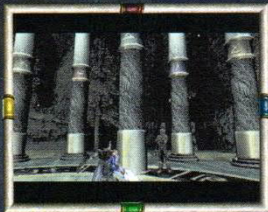
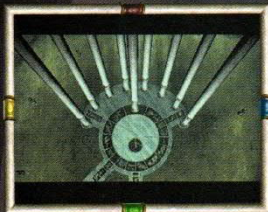
If you find yourself in the Spectral Plane, a Material Plane Portal and plenty of wandering souls are located at the base of the outdoor shrine.



Follow the wooden footbridge, but watch for the cannoneer waiting at the end. Farther along the trail, you come across a number of impaled vampires. A pair of Hunters and an Attack Dog guard the gates to the Pillars.

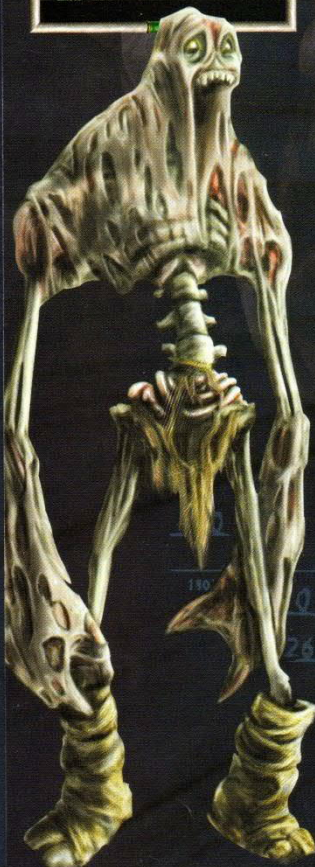


After you dispatch them, approach the lever to the left of the barred doors. Press and hold [X] until the doors fully unlock, then open them. The Pillars, and Kain, await.



Raziel finds Kain at the base of the Pillars. Kain suggests that Raziel is merely Moebius's tool, but Raziel doesn't care—revenge, one way or another, is all he's after.

The pristine white Pillars darken to black after the Balance Guardian, Ariel, is murdered, and it seems Nosgoth is doomed to a violent descent into decay. Raziel believes he must kill Kain to restore the balance, but Kain suggests a third option and disappears.



North of the Pillars are two small columns with a pair of burning torches visible above (but beyond jumping height), in the cliff face. Switch to the Spectral Plane and a stairway appears. Follow the winding path, but watch out for Sluagh.



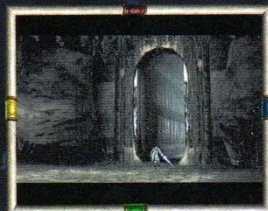
Know the Foe: Sluagh



These denizens haunt the Spectral Plane, feeding on lost souls. Raziel encounters them many times while traveling through the Spectral Plane. They're quick and good at dodging; sidestep their jumping claw attacks and unleash a ■ combo to dispatch them.



Make sure you're at full health after killing the Sluagh. When the narrow path opens, you see a Material Plane Portal. Return to the Material Plane, then pass the checkpoint beacon ahead.



Shortly after the checkpoint, you find a door bearing the image of a winged figure, similar to Raziel. This is the first of many Reaver doors you will encounter. Activate the Reaver and press ■ to open it.

Subterranean Ruins



Follow the dark and winding path that leads into the ruins, but be wary. New and not-so-pleasant enemies—Shades and Greater Sluagh—await. Keep an eye on your health, and if you do go to the Spectral Plane, a Material Plane Portal is right by the door through which you entered.

Know the Foe: Shades



Shades are hard to spot, attacking from long and close range and lashing out with their claws. Worse, they release no soul and therefore no health when killed. Use the Reaper when you encounter a Shade. Lunge with a strong ▲ slash, then unleash a two-hit ■ combo. As the Reaper bar increases and the wraithblade's power grows, you can fell Shades with a single lunge attack.

Know the Foe: Greater Sluagh



Greater Sluagh are only found in the Spectral Plane, but they're more formidable and aggressive than normal Sluagh. Wait for them to charge, then sidestep and unleash the Reaper. Crouching ▲ attacks also work well.



After you dispatch the first two Shades, follow the caves to the east. You encounter another Shade before the path winds south, where three more Shades wait. The caves give way to a marble stairway descending east. A Shade dwells at the base of the stairs, at the entrance to the Sub-Pillars.



Razel discovers a long-forgotten chamber beneath the Pillars. Murals decorate the walls, depicting a noble race of winged creatures like Razel who built the Pillars but later fell from grace. The Elder God, who resurrected Razel after Kain hurled him into the abyss, speaks to Razel from his dwelling place beneath the Pillars. He urges Razel to destroy Kain, but Razel is unwilling to be manipulated again. He is determined to uncover his origins and face Kain on his own terms.





Head toward the save obelisk (watch out for the water surrounding the platform—you must jump) and press **■**.



Dive into the water. There are two glowing crystals at the eastern side of the lower chamber, marking the opening of the tunnel that you must navigate. Head into it.



TIP

Hold **[R1]** while walking across narrow bridges and ledges to avoid falling off. If you move too slowly, nearby undead Shades will peg you with projectiles.

After you kill the Shades, head up the ramp along the east wall. Jump across a gap at the top of the ramp, right before the glowing crystal. Continue across the bridge as it turns north.



A Shade lurks near the crystal. Dispatch it, then continue east toward another crystal and Shade. There's a cliff to the northwest; peek over it (hold **[R2]**) to see a Shade waiting below.



Jump down and deal with the Shade. Don't climb up the cliff. Instead, head north to the dark pool of water.

The Plane Truth



If you have trouble finding the underwater tunnel (it's dark), switch to the Spectral Plane to get a better view from the base of the submerged pillars. It is on the eastern side of the lower chamber. A Material Plane Portal is there too, so you can switch back.



When you surface, you must deal with three Shades, one of which fires projectiles from a distance. Either turn to the right and climb partway up the ramp to take care of him first, or keep moving and get him at the end.



Underwater Spelunking



Jump in and swim past the large, submerged statue toward another underwater tunnel entrance in the north, also lit by a pair of glowing crystals. You can warp to the Spectral Plane if you have trouble orienting yourself, but you must be in the Material Plane to continue to the next area. The Material Plane Portal is on the opposite side of the statue from the tunnel entrance.



Navigating this tunnel is difficult because it's quite dark. From the two crystals at the entrance, head toward the first crystal. There is a second crystal farther ahead. At the second crystal, there is a third, and from the third, there is a fourth.

Beyond the fourth crystal, there are four circles arranged in a triangular shape. This is an inactive Air Plinth. From here, head up and northeast. There are a number of crystals above you; continue to the top of the cave, and follow the uppermost tunnel. Continue east, and then follow it as it goes directly up. Jump out of the pool.



Through the Swamp



Pull yourself out of the water, and grab a torch from a nearby wall; you're about to enter the swamp, and the darkness is almost impenetrable. The locked Time-Streaming Chamber is guarded by a swordsman Hunter. Head straight for it, passing a checkpoint. Another halberd-wielding Hunter is in this area, and you attract his attention. You know what to do.

TIP



Slogging through the swamp is a pain. The muck slows Raziel down, and if you kill an enemy in the wetlands, you may not be able to recover its weapon. To make things worse, deep water extinguishes your torch. Make better time by jumping and gliding from one island of dry land to another.



Go through the swamp to a dilapidated gateway. Kick the gate open (■) and enter. Three Hunters wait farther down trail, between you and a save obelisk.



Raziel has a sneaking suspicion that he is being watched. His fears are confirmed as he spots the vampire-assassin Vorador. Unfortunately, Vorador disappears after you see him.



Continue past the save point (a Material Plane Portal is located here, too, if you get stuck in Spectral Plane), and dispatch an Attack Dog and a couple of Hunters. Scale the climbable wall (look for two burning braziers) guarded by another sword-wielding Hunter. Jump (X), then use the D-pad to navigate toward the wall and grab on.



The Plane Truth



You find a Material Plane Portal next to the nearby column, due east of the checkpoint. A number of Sluagh roam this area.

NOTE



Just before you reach the climbable wall, you pass the entrance to the mountains. This way is blocked, but take note: You'll come this way later.

Into the Dark Forge



Watch out for the cannoneer who's camped on a ledge just below the top of the wall—he pegs you if you stand near the edge and gawk. Two more Hunters wait on the ground. Kill or run past them, then continue to the terrace.



At the terrace, Vorador is nowhere to be found; however, there is another checkpoint and a Reaver door. Equip the Reaver and enter. You can reequip the weapon you drop once the door opens. Follow the corridor.



Prepare to battle your first Thrall—it waits at the end of the corridor. After you kill the Thrall, it leaves an emblem key behind. Pick up the key (dropping other weapons if necessary), place it in the receptacle in the door, then and open the door.



Know the Foe: Thralls



Thralls guard Nosgoth's sacred places, and they are the toughest enemies you'll have faced so far, cutting you to ribbons if you let them double- and triple-team you. They're quick, so be proficient at dodging

(holding **R1**, press the D-pad or **ANALOG** stick toward the side of your enemy) and lunging attacks (holding **R1**, D-pad or **ANALOG** stick toward your enemy and then attack).



From the emblem key door, make a quick right, switch to the Spectral Plane, and phase through the gate. Three Sluaghs wait in the next area. Run past them if you don't need health. Once up the steps and through the archway at the end of the room, head east toward the Material Plane Portal.



Two blue torches flank an archway; the Material Plane Portal is in this room. Reenter the Material Plane, taking note of the glowing disk on the raised dais. You can't jump up to that area; you must find another way.



Return to the room you entered when you phased through the gate. It appears empty, but two Thralls rise from the ground as you enter, and two more pop up moments later. If you tangle with these enemies, you may be in for a difficult battle. Run past them and scale the climbable section of either the east or west wall.

Fear the Reaver



The Reaver makes short work of these Thralls as it gains power. Just make sure it doesn't start sapping your soul.



Raziel sees murals of winged beings and realizes the creatures must have built this dilapidated shrine. The Reaver is depicted here, too, as a holy icon.



Climb the north stairs and pull the ceremonial staff from the wall if you need health. A Thrall lies in wait for you here. It fires projectiles but is weak hand-to-hand, so rush in and unleash ■ and ▲ combos.



Know the Foe: Sorcerer Thralls



Sorcerer Thralls are unarmed, save for the magic fireballs they hurl from a distance. They are physically weaker than regular Thralls and may attempt to flee. However, they aren't defenseless and will attack with their claws. Get as close as you can, and attack with quick ■ combos.



From the north ledge, jump and glide to the intermediate platform, then jump to the stairs, which lead to the Dark Forge room overlook. From here, jump into the room.



Look around. At the north end of this large room is a small alcove where you will eventually place the glowing sun disk you saw earlier. Rotate the reflector in the main part of the chamber by standing close to it, holding ■, and pressing ← or → to rotate it until it is aimed at the east wall.



The Plane Truth



A Material Plane Portal is located in the Dark Forge room to the south of the reflector. Sluagh prowl here, along with some unattached souls, if you must recharge your health.



The light from the reflector opens a secret door; two Thralls spring up as you proceed down the corridor, and a third materializes behind you. Kill them, then switch to the Spectral Plane and phase through the gate on the corridor's north wall.



The Walkthrough



Follow the hallway, which opens into a large area with a platform in the middle. A Material Plane Portal is located at the opposite (east) end of the room. Avoid the Sluagh and jump to the raised platform.

As you switch, note that the central platform is significantly lower in the Material Plane. Scale the climbable wall sections on either the north or south wall, but be prepared—six Thralls attack you. It's best to avoid them, as you should already be at full health.

Fear the Reaver



If you stop to tangle with these Thralls, keep one eye on the Reaver bar—it gets agitated if you don't pick up another weapon. If it drains your soul, you'll switch to the Spectral Plane to automatically stop the process.



Jump and glide to the center platform. You must reach the upper platform to the east, but you can't do so now. Switch to the Spectral Plane and the platform you're on raises so you can make the jump.

The Eclipse Room Puzzle



Suck down some souls if necessary, then return to the Material Plane at the nearby portal. A gate immediately falls behind you, and a Thrall bearing an emblem key attacks. Return the Thrall to his maker, get the key, and enter the door on the south wall.

A reflector is in the center of the room, flanked by four columns. You see progressive images of the sun being eclipsed by the moon on each wall.

Assume Raziel's point of view by holding **[R2]**. A Reaver sword symbol is on the ceiling; charge a Reaver bolt (hold **[▲]**). Let go of **[▲]** to hit it and let in light.



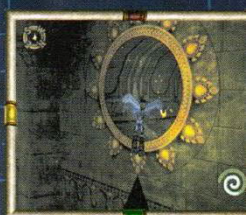
Rotate the reflector in the center of the room twice (standing close, hit **■** twice), so it shines on the west wall, toward the sun in a full eclipse.



Approach the column in the southwest corner of the room. You can move this column—and only this column. Hold **■** to grab it, and pull it between the reflector and the west wall. A short cutscene lets you know you correctly placed it.



Jump to the top of the northwest column. Get on the small step at the base, crouch-leap, and pull yourself to the top.



You can now see a passageway in the eclipsed sun. Jump and glide it, then proceed through to the next room.



To retrieve the sun disk, position yourself near it and press **■**. Exit the room to the west.



Head west with the sun disk to exit the room. In the next area, go to the door on the north wall, which bears the same symbol as the disk. It opens as you approach.



Head through the Dark Forge room to the alcove at the north end and place the disk in the claw holder (press **■**). You're halfway done—you must redirect a beam of light from the ceiling onto the disk.



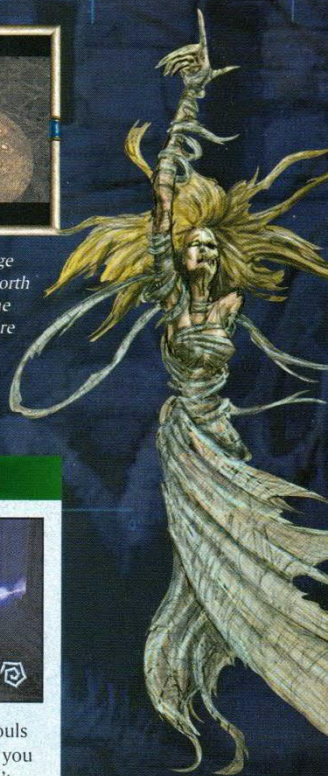
Return to the Dark Forge room and rotate the reflector so it shines on the west wall. Again, a passageway opens. Change to the Spectral Plane, and phase through the gate.



TIP



Feed on the roaming souls in the Dark Forge after you shift; that way, you don't have to bother with the Sluagh in the next area.





Continue past the reflector in the hidden passageway to the larger room to the north. Three Sluagh lurk below; kill them if you need health, and proceed to the Material Plane Portal along the far north wall.

In the Material Plane, return to the area overlooking the room you were just in, but three Thralls (one sword-bearing, two sorcerers) try to stop you. If you don't kill the sorcerers, their fireballs will knock you down when you try to climb the wall.

Reflector Room Puzzle



Face north for a good view of the room. Another pulsating Reaver symbol is located on the ceiling; you'll need to hit it with a Reaver force bolt to let the light in, but it's difficult from this range. You'll have another shot at it soon.

Turn around and head toward the reflector along the south wall. Turn it once so it aims north toward the reflector at the far end of the room.



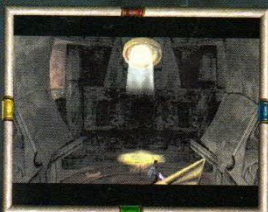
Return to the northern overlook—another moveable column is along the west wall. Give it three good pulls—a cutscene triggers if you correctly line everything up.




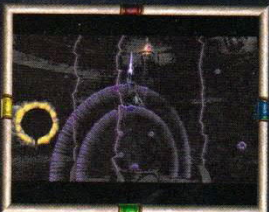
The column's shadow now forms a partial bridge, which allows you to hit the reflector in the center of the room with a Reaver bolt. You can also take a shot at it after you've made the small jump to the platform. Turn the reflector twice so it aims at the east wall.



As in the previous puzzle room, crouch-leap through this circular passageway.



The next room looks a lot like a large sundial. A hole in the floor leads to the alcove with the disk. Assuming the hole to be twelve o'clock and the entrance from which you came to be six o'clock, push the gold "dial" twice (hit  from the left) until it is at the three o'clock position. The puzzle has been solved and the Forge activated! A shaft of light shines on the disk in the room below. Drop through the hole, and approach the Dark Forge.



With the Dark Forge activated, the Reaver again exerts its control, imbuing itself with Dark power from the Forge. The Dark elemental fonts activate throughout Nosgoth, and new forges await. If you attempt to leave the Forge before forging the blade, your exit will be blocked by the Dark-keyed door which shut once the Forge was activated.

NOTE

Once infused with the power of Darkness, the Reaver can open Dark Reaver doors and grants Raziel two new abilities. He can now blind Sentry Eyes, which you will soon encounter, with a Dark Reaver bolt. He can also activate Shadow Bridges at specific points to create temporary energy bridges between two areas.

NOTE



As you activate the Dark Forge, your health spiral increases in size. You can take more damage now, but you must suck down more souls to fill the spiral. Your Spectral Plane health spiral doesn't change.

The Long Walk Home



Exit through the south Reaver door, and visit the elemental font to the west. Continue to the Dark Reaver door—you saw a door like this before just outside the Sarafan Stronghold. That's the next stop on your search.

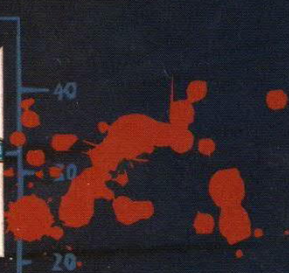
Continue south after you go through the Dark Reaver door. Thralls will jump up and attack here if you didn't clear them out earlier. The gate that used to be along the south wall is gone. Continue through the open emblem door, follow the hallway, and exit the Dark Forge via the Reaver door.

The Walkthrough



Vorador has been waiting for Raziel to emerge from the Dark Forge. He is suspicious of Raziel, having tracked him from Moebius's keep and watched as the Pillars were corrupted in Raziel's presence. The vampire tells Raziel that the murals depicting the Reaver and the Pillars that he saw throughout Nosgoth are merely fairy tales, the delusions of an ancient culture. Only Janos Audron, Vorador's creator and the last of the Ancients, can help Raziel learn more. Janos, unfortunately, was killed by the Sarafan over five centuries ago....

From the terrace, leap down the broken south stairway and immediately head west. If you killed the pair of Hunters the first time you came through here, you should meet no resistance. Head toward the pool in the southern alcove, opposite the locked Time-Streaming Chamber.

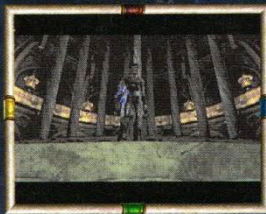


Swim down, following the underwater tunnel as it leads south. Head toward the Air Plinth at the bottom of the tunnel, then continue past the crystals until the tunnel joins the large room with the statue in the center. Swim to the surface.



Climb out of the water and scale the nearby wall. If you left any Shades alive in this area, or if you loaded a saved game since your first time through, they are still here. At the top, retrace your steps along the ledges, following them down past the crystals to the second pool of water.

Swim through the underwater tunnel to the lair of the Elder God, and resurface in the Sub-Pillars room. A save obelisk is located here, so save your progress before leaving.



Raziel speaks again with the Elder God, asking him about the murals he saw, including those in the Sub-Pillars chamber. The Elder God dismisses their importance, claiming that Raziel is being deterred from the job at hand—Kain's assassination. Unswayed, Raziel is determined to confront Kain on his own terms. The Elder God is not pleased.

Exit the Sub-Pillars room via the south passageway and climb the stairs. Again, Shades attempt to bar your path if you loaded a saved game since you last came through.

Once again, you must maneuver through the dark caves. No alternate routes exist, so follow the path and return to the first Reaver door you encountered, which you must reopen.



Wind your way along the tree-lined pathway, which narrows and sharply twists immediately before you arrive again at the Pillars.



Pass the defiled Pillars, continue through the open gate and follow the path. You soon find the footbridge and stairs, which lead to a checkpoint and a Dark elemental font. You might as well imbue the Reaver here, though you find another Dark font before you reach the Dark Reaver door at the Stronghold. From here, either follow the western path or take a shortcut by jumping off the waterfall to the south.

The Plane Truth



If you ran low on health after dealing with all those Shades, switch to the Spectral Plane and feed on Sluagh and stray souls. The Material Plane Portal is located right before the trail narrows.



Continue along the path as it heads east over a small bridge and into the lake area. Keep following the trail as it winds to the Sarafan Stronghold, but remember that if you're playing from a saved game, all the Vampire Hunters you dispatched earlier will be back. At the Stronghold, proceed to the save obelisk to the west, and save your progress.



Get to the Dark Reaver door you spotted when you left the Stronghold the first time. Jump in the water and swim through the submerged gate. In the second lake area, behind the Stronghold, swim to the Dark Reaver door, which is the entrance to the Light Forge.

NOTE



If you switched to the Spectral Plane during your return trek to the Sarafan Stronghold, the Reaver is no longer imbued with Dark power. Luckily, an elemental font is located on the northeast land outcropping, where you can re-imbue the sword before you open the door.



The Light Forge



Enter through the Dark Reaver door and follow the corridor as it leads south, then east. A single sorcerer Thrall rises from the ground; take it out before you continue. Two more Thralls spring up farther down the hall. Keep going as the hall turns north.



In the next room, jump and glide to the center column; a Dark Reaver icon is near the north edge of the pillar. If you don't have the Dark Reaver, re-imbue it with the elemental font between the bases of the stairs along the south wall. Watch out for the Shade who springs up to guard it. With the Dark Reaver, press **■** while standing on the Shadow Bridge activation plate.

The Plane Truth



If you are in the Spectral Plane in the room containing the Shadow Bridge, a Material Plane Portal is located between the central pillar and the north wall. Three Sluagh roam here. In the Material Plane, re-imbue the Reaver at the nearby font to trigger the Shadow Bridge and proceed.



Across the bridge, switch to Spectral and phase through the gate. Three Sluagh are in the next room; cull them if you need health, or race past and switch to the Material Plane at the Material Plane Portal next to the checkpoint.

NOTE



One of the Dark Reaver's special powers is the ability to create Shadow Bridges. You can trigger a Shadow Bridge only at a Shadow Bridge activation plate; stand near and press **■** with a Dark Reaver equipped and a bridge appears. Shadow Bridges are often key elements of puzzles. Some remain permanently after being activated, while others last only a few moments before dissolving.

TIP



In Spectral Plane, untached souls fly around the Shadow Bridge room. Suck them down to get full health before phasing through the gate, then avoid the Sluagh, switching back to the Material Plane.

SOUL REAVER 2

Prima's Official Strategy Guide



In the Material Plane, head toward the north door and hit **■** to open it. Two Thralls guard this room, though you can simply flee and exit through the north door. If you do battle the Thralls, you'll find a pair of halberds along the wall near the gate you just entered.



You are now in the Light Forge room. Two columns with reflectors flank the Forge. After you successfully complete the puzzle ahead, these reflectors shine on the two crystals on the north wall. Two Dark Reaver doors also exit from this room; however, you switched to the Material Plane and don't have the Dark Reaver, so you must find a Dark elemental font before you'll be able to open these doors.



Return to the Spectral Plane and warp through the north gate. Two Sluagh wait in the room containing the columns; the Material Plane Portal is north at the end of a long corridor. If you have full health, don't bother with these two.



You meet a Greater Sluagh halfway down the long corridor. Just keep going unless you need health. The corridor ends in a room containing a Sentry Eye and two more Sluagh. Avoid them, and switch at the Material Plane Portal.



As you reenter the Material Plane, a Greater Thrall rises to attack. A Sentry Eye immediately zaps and kills it. The star-shaped Light Forge Key is here, but a Sentry Eye guards it. You need the Dark Reaver to close that eye and get the Light Forge Key. For now, return to the pillar room in the south.

TIP

The Sentry Eye kills the Thrall because it's within its range. In the future, when facing an enemy and a Sentry Eye is nearby, kick or force the enemy into the Eye's range. To do this, deactivate the Reaver, then execute a fierce lunge attack combo (tap **▲** repeatedly at the end of the lunge), kicking the Thrall toward the Sentry Eye. Bam!



Two sorcerer Thralls bar your way as you head south; you might as well take care of them. A third pops up a little farther down the hallway.



Back in the pillar room, head toward the reflector in the south-west corner. Do you see the groove in the floor? Pull the reflector north to open the Sun Door.



Head through the newly opened door and follow the hallway. A gate falls behind you as you enter the next room and a Greater and lesser Thrall attack. Kill the Greater Thrall—it carries a reflector.

TIP

When attacked by a Greater Thrall and one or more lesser Thralls, the regular Thralls retreat underground when you fell the Greater Thrall. Unless you need the extra health, concentrate on the Greater Thrall, but don't let the regular Thralls surround you.



Return to the pillar room via the hallway you came through. Approach the empty reflector holder in the southeast corner and place the reflector in the holder by pressing **[X]**. Head east toward the reflector you see there; a pair of sorcerer Thralls attack.



The east reflector is aimed at a wall—turn it twice so it shines on the northern Sun Door. Proceed through the door and down the corridor. Two swordsmen Thralls greet you, while a sorcerer Thrall materializes in a dark corner to your left.



Another Thrall battle ensues as you continue, this time with two swordsmen and two sorcerers. At the end of the hall, there is a gate on the north wall—switch to the Spectral Plane and phase through.

NOTE

A short cutscene plays, showing Raziel enter the Spectral Plane. It shows the location of the Dark font in the courtyard and the high opening that Raziel must reach to exit the courtyard.

TIP



Avoid the Thralls in this corridor by switching to the Spectral Plane after opening the Sun Door. Two Sluagh roam this area; bypass them if you don't need the health, then phase through the gate.



You're in a courtyard, populated by two Sluagh, a Greater Sluagh, and many lost souls. A Dark elemental font is here, but you can't use it in the Spectral Plane.



Jump up to the low ledge on the north side of the column closest to the gate.

TIP



Once on the columns where the Sluagh can't reach you, suck down a few free-roaming souls to regain full health without the usual combat.



Turn east from the north column. Jump to a ledge on the freestanding arch—crouch-leap and glide—and Razel can grab the edge. Jump to the top of the arch, then jump and glide to the western platform, which is flanked by two blue braziers.

Follow this corridor as it leads west. Five Sluagh roam here; you should have full health, so race past them. After the hallway turns south, you find the Material Plane Portal is on a raised platform. Back in the Material Plane, there is a Shadow Bridge activation plate, but you must go back to imbue the Reaver.



As you follow the corridor back to the room containing the elemental font, two swordsmen Thralls and a sorcerer Thrall ambush you. While dealing with them, another sorcerer Thrall pops up at the end of the corridor, and two more swordsmen join the fray.

Fear the Reaver



Turn the Reaver off before it feeds on your soul, grab a sword or torch from a wall, and light up those Thralls.



In the column room, a pair of sorcerer Thralls camp along the base of the western wall, so don't dally on the overlooking ledge—jump down and start swinging. A swordsmen Thrall and a pair of sorcerers wades into the mix as the battle rages.

After you lay those Thralls to rest, kill the Shade guarding the font and imbue the Reaver with Darkness. There is a block at the base of the western wall; pull the block out of the wall (hold **■** and use the D-pad or the **[ANALOG]** stick).

The Plane Truth

In the Spectral Plane, you were able to climb the columns and jump to the western hallway, but the architecture changes in the Material Plane, so that's no longer an option. Pull out the block at the base of the western wall, climb, and continue your quest.



Use the block to reach the western hallway, and head back toward the Shadow Bridge. Your path is mostly clear of Thralls, save for two who missed the fracas the first time.



Trigger the Shadow Bridge with the Dark Reaper and cross it. Don't fall off! You don't want to start this part of the puzzle again.

TIP



If your health is low after those battles, or the over-excited Reaper has sucked you dry, grab a halberd from the wall near the Shadow Bridge. More Thralls await....



A sorcerer Thrall rears its ugly head on the other side of the bridge. Jump its fireball and make it pay, then follow the corridor to the south.



As you approach the gate, a Greater Thrall flanked by two regular Thralls pops up, and a second gate closes behind you. If your health is fine, concentrate on the Greater Thrall (his lesser brethren disappear after he dies.) Grab his reflector.



Don't go to the Spectral Plane and phase through the gate. Instead, take the reflector, continue south, jump down the ledge, and place the reflector in the empty mount (hit ■).

The Plane Truth

Keep the Dark Reaper here; you may have crossed the Shadow Bridge, but there's more Dark work to do. If you switch to the Spectral Plane, you must go all the way back to the column room to re-imbue. Although, you don't have to go all the way around via the high room again to get back. From the courtyard, open the Dark Reaper gate which leads back into the hallway.



Head east and open the Dark Reaper door, but don't go through. Go to the north toward the reflector there.



Jump the chasm toward the north reflector (if you fall, climb the ledges), then head east into the pillar room. You want to drag the reflector you used to open the Light Door south, returning it to its original position.





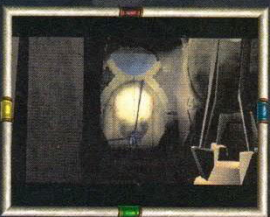
Sink your claws into the movable reflector and drag it south until it shines on the other reflectors you placed, lighting up a crystal.



Head east past the reflector you placed earlier to the reflector you turned to open the Light Door. Those two sorcerer Thralls are back and ready for action. Kill them, then rotate the reflector once so it shines south.



To the south, a pillar bearing the Dark symbol blocks the light. Jump and glide across the chasm. Then fire up the Dark Reaper (which you should still have), and press **■** while standing near the pillar.



Continue south toward the reflector there, then open the Dark Reaper door to the west. The light reaches the second crystal, opening the gate on the Forge's north wall.



Go into the Forge room, then through this gate into the pillar room. Your next job is to retrieve the Light Forge Key from the room with the Sentry Eye, which is to the north.



Traveling along the north corridor, get ready for Thralls. Two swordsmen and a sorcerer greet you first. A Greater Thrall with sorcerer support rises shortly thereafter, and a Greater Thrall with two swordsmen wait near the Sentry Eye room. Two sorcerers are stationed to either side of the top of the stairs.



TIP



Run past these Thralls, if you prefer, heading directly for the Sentry Eye room. If you choose to face them, keep an eye on your health, using Thrall swords or the torches here if the Reaper gets too excited.



In the room with the Sentry Eye, you need to kill two Greater Thralls. Shoot the Eye with a Dark Reaper bolt, and snatch the Light Forge Key from its holder.



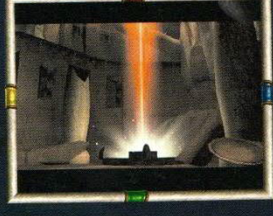
Return south to the Light Forge room. After Razel has the Light Forge Key, the Thralls descend underground. They won't attack Razel anymore.



In the Light Forge room, stand on the Forge to place the Light Forge Key. After the cutscene, forge the Reaver by standing on the Forge and pressing **■**.



With the Light Forge Key in place, the Light Forge guardian arises. After forging the blade with Light, Razel knows he can reenter the Sarafan Stronghold.



NOTE

After you Forge the Reaver, Razel's Health bar increases again.

The Light Reaver

With the Light Reaver imbued, Razel can open Light Reaver doors and use the Reaver to activate Light Crystals. The Light Reaver also radiates a torch-like glow, making it easier to navigate dark areas.



Two Thralls wait near the checkpoint and Light font here, unless you took care of them earlier. Kill them and then open the south gate with the Reaver after you deal with the Shade. Exit the Light Forge room the same way you entered—by pressing Razel's hand in the symbol to open the door (Press **■** at the door).



In the Shadow Bridge room, you notice a red crystal above the southern door. Hit it with a Light Reaver bolt to unlock and open the door. Follow the corridor back to the lake and the Sarafan Stronghold. After you enter, the door seals. To exit, hit the Light Crystal above the door to unseal the door again.



Outside the entrance to the Light Forge, jump in the water and head toward the northeast outcrop of land. You'll need to reopen the underwater gate using the wheel here, then swim through and save your progress at the save obelisk.

A Fateful Meeting



After saving, aim the Light Reaver bolt at the red crystal above the gateway to open the doors. Swim into the stronghold, heading toward the western platform. Another Light elemental font is located on the eastern platform.



NOTE



If you don't have the Light Reaver, a series of platforms along the northeast edge of the lake leads you to a Light elemental font.



Follow the passage as it leads west, then south. You meet two swordsmen Vampire Hunters along the way—they are easy to beat.



Continue through the door and face a sword-wielding Hunter and a pair of pikemen Hunters. After you dispatch them, the gate barring the double doors rises, though the door to the south remains impassable.

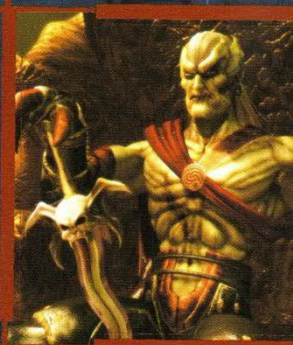


NOTE

Your ultimate objective in the Sarafan Stronghold is to open the second Time-Streaming Chamber in the room where your adventures began. If you choose, ignore all enemies on your way to get there quickly.



You are in the Sarafan Cathedral. Two swordsmen close to attack; a pair of cannons and pikemen wait deeper in the cathedral. Head toward the inner sanctum and King William's crypt.



History And Destiny Collide



Raziel discovers the corpse of a Hunter. He knows that Kain is nearby and finds Kain in William's crypt. Kain explains how he was tricked by Moebius, journeying back in time to kill William before he could become the evil Nemesis, and unwittingly igniting a genocidal war against vampires in the process. Kain then picks up the physical Soul Reaver, and gives it to Raziel. Raziel begins to advance, threatening Kain with the blade, but it soon becomes apparent that Raziel is supposed to kill Kain at this moment in time, as the Reaver struggles to destroy the vampire of its own accord. Raziel resists, sparing Kain and causing the time-stream to divert itself, thereby reshaping Nosgoth's future.

After your meeting with Kain you can re-imbue the Reaver with Dark or Light before exiting through the door on the south wall and follow the corridor. You'll encounter two Hunters before reaching the door at the end of the hallway.

The Plane Truth



Three halberd-wielding Sarafan guard the Sarafan Memorial Chapel. You can kill them or simply run past them, down the west corridor and through the door.



Gates come down over the west and east doors as you enter this room; a swordsman and cannoneer attack. Kill them and the gates will raise. Proceed through the west door.



Follow the hallway into the courtyard. A pair of pikemen, two Attack Dogs, and a cannoneer lurk here. Kill them or flee, heading down the west corridor and through the door.



Should you return to the Spectral Plane, there's still a Material Plane Portal in the center of the courtyard. Watch out for the two Greater Sluagh though.



Two more Hunters with halberds and another Attack Dog wait in this small room. Deal with them, then continue through the west door.



In this hallway, a sword-wielding Hunter rushes you, while two cannoneers fire from a distance. Dispatch or ignore them, and exit through the south door.



A Hunter guards the door you came through, and another pair wait around the corner (one of the two is a cannoneer). Imbue your Reaver with Light at the elemental font if it isn't already, then enter the double doors to the north, returning to the room in which you first met Moebius.



Open the previously-locked Time-Streaming chamber by firing a Light Reaver bolt at the red crystal above the doors.



Raziel encounters Moebius again, and the Time-Streamer wonders aloud why he didn't kill Kain when he had the chance. Raziel forces Moebius to set the time-streaming device; he wishes to see the Nosgoth of 500 years ago, before the Sarafan Crusade. Moebius does so, though his treachery soon becomes apparent.



You emerge from the Time-Streaming chamber to find the Stronghold dark and abandoned. Two Acid Demons warp into the room, and a Demon barrier blocks the exit. Kill them to proceed.

Know the Foe: Acid Demons



These green fiends are the first you encounter. Acid Demons bear two huge blades on their forearms and issue blasts of acid from their mouths. The acid attack hits from long range, so sidestep and counter. Acid Demons also employ lunging chop attacks, which do serious damage. Get in close and mix ■ combos with low ▲ strikes. These Demons are excellent blockers.

Know the Foe: Lightning Demons



Among the most dangerous, the Lightning Demon's electrical pincers cause serious damage, lifting Raziel in the air and shocking him if their special attack makes contact. You must perfectly time lunging strikes against these foes. If they drain your health, the fight isn't over—they follow you into the Spectral Plane.



Two Lightning Demons make short work of the Demon Hunter at the hall's end. Reap that soul, then prepare for battle. Hang back and fire a few bolts at one Demon, drawing him near so you don't have to take them both on at once. You can also choose to sneak past (holding [R1]) and head east.

TIP



Demon Hunters and Demons battle one another if left alone. However, if you approach too closely, they both attack you. Step back and let them go at it before moving in to mop up. Also note that you can pick up fallen weapons from any dead Demon Hunter.



Pass through the double doors. You find the crumpled body of a felled Demon Hunter. Continue west down the hall. An Acid Demon warps in front of you, and you see a couple Demon Hunters battling a Lightning Demon farther down the hall. As you move down the hall, two more Acid Demons warp in. Kill them and proceed through the northern archway—the door you remember is no longer there.

Know the Foe: Demon Hunters



These warriors turned from vampire hunting to Demon hunting as Nosgoth fell into decline and the Demons began entering the Material Plane. Demon Hunters behave like their Vampire Hunter predecessors in combat, and they come in sword-, axe-, and cannon-wielding varieties. They can take and dish out more punishment than Vampire Hunters and are smart enough to block certain attacks.



The door at the end of the hall is still barred, so head east toward the Sarafan Cathedral. As you pass through the first archway, energy fields seal the exits; battle two Acid Demons to proceed.

Proceed through the eastern door. As you enter the courtyard, three Lightning Demons phase in. They quickly dispatch the three Hunters, then turn on you. This is not an easy battle.

The Plane Truth



The Material Plane Portal is still in the center of the courtyard. You can't run from the Demons by changing to the Spectral Plane; they shift dimensions, as well and follow you.



Make for the east hallway, which is now passable. The gated door that was here is twisted and useless. Go into the next room.



As you enter, two Demon Hunter cannoneers attack. After you weave their souls, the east door is unbarred, so head through it.



At the end of the corridor, three Hunters battle four Lightning Demons and two Acid Demons. Attack one Demon with bolts while the Hunters are alive—draw it close, and kill it swiftly.



TIP



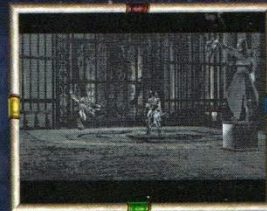
Do not enter the circular room containing all the Demons—stay in the doorway. From there, you can hit them with Reaper bolts, drawing them near singly or in pairs. Rushing into battle against six Demons is not good strategy.



Exit through the north corridor, and follow it toward the cathedral. Two Lightning Demons trap you between barriers and attack, one in front and one behind. Kill them and continue.



Raziel discovers a statue of Moebius holding the severed head of Vorador. Stranded in the future, Raziel hopes to find a path into the mountains, and resolves to find Janos Audron's retreat.



You must deal with two Lightning Demons here. Afterward, imbue the Reaper with either Dark or Light at the nearby fonts, and head through the western double gates, where more Demons wait.

The Plane Truth



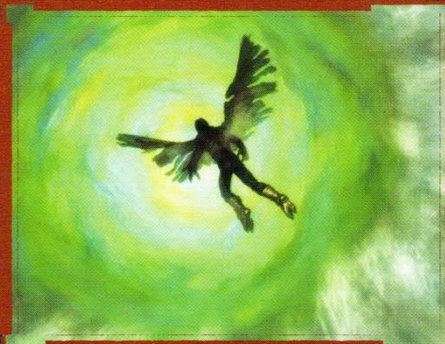
A Material Plane Portal is just beyond the east archway, and the inner sanctum is awash with roaming souls, so switch to the Spectral Plane if your health needs replenishing.



Head west through the deserted cathedral and exit through the large wooden doors on the far west wall.



Moebius's ghost confronts Raziel, claiming this future hell is a direct result of Raziel's refusal to kill Kain. Raziel isn't convinced that Moebius is a ghost and tries to remove his cowl to reveal Moebius's soul. Before he can accomplish this, the shade disappears.



The Plane Truth



Go through the northern door. As you follow the corridor, three Acid Demons phase in and attack, raising Demon Barriers. You must kill them to proceed. You arrive at the open main gate. Swim across the water to the Light elemental font in the southeast corner, as the Light Reaver makes it easier to see.



If you switch to the Spectral Plane here, the stronghold gates lie broken on the lake floor. The Material Plane Portal inside the stronghold entrance is gone, but the one on the lake bottom remains.



The gates are open, so swim out and visit the save obelisk. Climb the platforms, and jump-glide to the pathway leading toward the Pillars.

Follow the path as it heads north. Three Demon Hunters are stationed here; two axemen and a cannoneer.



As the path winds west, you encounter more Demon Hunters one at a time. Expect a pair of axe-wielding Hunters first and a couple of cannoneers farther along. A swordsman Hunter waits at the bridge.

Continuing past the bridge, you come across a pair of swordsmen Demon Hunters and an Attack Dog. If you continue along the path, some large boulders block the path that used to be there. Instead, walk up the column that now leans northward toward the waterfall, then jump to the area with the Dark elemental font and checkpoint. Stay with the Light Reaver if you still have it for the extra visibility.



As you approach the northwest stairs, a Gas Demon appears. One on one, it's not tough to beat. Keep your distance from the gas attack, then wade in with ■ and ▲ combos.

Know the Foe: Gas Demons



Gas Demons project clouds of poison gas from appendages above their shoulders, and they occasionally resort to a relatively weak claw attack from close range. Their gas attack is also short range. Circle and lunge, then unload with combos and low ▲ strikes. Gas

Demons block some attacks, but don't do so as much damage as Lightning or Acid Demons.



Climb the stairs and traverse the bridge, careful to jump across the broken areas. Another Gas Demon waits at the end of the bridge.

Follow the path as it twists and turns. Near the stand of trees, you come under assault from another Gas Demon. As the gates to the Pillars enter your view, you see the signs of another Demon phasing in.

Before you reach the doors, tangle with another Demon. Once culled, open the gates to enter the Pillars. Don't worry about the lever that used to be here; the gates are unlocked.



In Nosgoth's dark future, Ariel's spirit haunts the toppled Pillars. Razel finds her bemoaning Kain's continued existence, but he rebukes her, insisting that Kain was a pawn of powerful forces intent on corrupting the Pillars. She attempts to flee, but Razel follows her into the Spectral Plane, blaming her as much as any member of the fallen Circle Of Nine.

Know the Foe: Fire Demons



Fire Demons are the most dangerous Demons you've encountered. They are slow, but their fire breath and lunging attacks inflict huge amounts of damage. From longer ranges, they throw fireballs and release Groundlings, which are demon spawn that join the attack. Kill the Groundlings with a single crouching ■ attack for easy health.



As you approach the northern pathway, a Fire Demon warps in to attack. Be careful—his attacks do serious damage. If you're near death, retreat to the Pillars and suck down some souls.



Like the last time you were here, follow the path to the north. You don't encounter any Sluagh, but you face a Gas Demon. If you reach the Material Plane Portal but don't have full health, a Sluagh and Greater Sluagh haunt the path farther on.



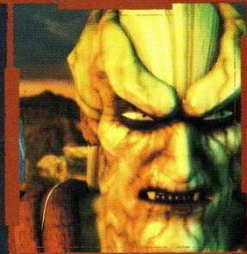
After you pass the checkpoint, continue along the path. Before you reach the Reaver door, a Gas Demon phases in and attacks. After you deal with it, open the door and enter.

Two Shades lurk past the entrance hall. As you attack, a pair of Acid Demons joins the battle. If you have trouble, retreat to the entrance hall; the Demons are unable to follow past a certain point. Take them down with bolts.

The Plane Truth



A Material Plane Portal is located after the Reaver door. With plenty of roaming souls and no Sluagh, jumping to the Spectral Plane to replenish your health is easy. Remember, though, Demons and Shades can follow.



Follow the cave east, and as you tangle with the waiting Shade, expect an Acid Demon to join the fray. Two more Shades lurk farther along, and shortly before you reach the east stairs, a pair of Acid Demons warps in and cuts off your escape with Demon barriers.

Descend the stairs toward the Sub-Pillars. A Material Plane Portal is at the bottom of the stairs.



Razele's latest meeting with the Elder God is less than pleasant. The Elder rebukes him for failing to kill Kain, while Razele suggests that perhaps the Elder God has been pulling the puppet strings, trying to destroy the Pillars himself.

Two Acid Demons attack after the cutscene—flee or kill them. Record your progress at the save obelisk, and dive toward the underwater tunnel. If you're low on health, switch to the Spectral Plane and use the Material Plane Portal above the Elder God to return.



Once through the tunnel, a pair of Acid Demons phases in as you surface. Follow the familiar pathway up and around, across the bridge and toward the crystal. Two more Acid Demons ambush you, though not together. The second appears as you reach the precipice above the climbable wall.

Jump down from the cliff and head to the pool in the northeast—or rather, head to where the pool used to be. The water level is lower, exposing the center statue and a series of platforms. Two Shades attack from long range if you stand near the edge; don't worry about them. Jump down, take care of the Shade guarding the font in southeast alcove, and imbue the Reaver with Darkness.



The Plane Truth



A Material Plane Portal is located underwater at the base of the statue, to the southwest. Plenty of souls wander, along with a few Sluagh, so regain health here. Visibility improves here in the Spectral Plane, so if you want to scope out your return route in advance, climb to the top of the statue in the Material Plane and switch. The platforms leading back to the caves are more obvious. Just remember that you'll have to re-imbue the Reaver with Darkness before you leave this chamber.



Head for the underwater tunnel, which is flanked by two crystals. The lower water level makes navigating this familiar tunnel different. Surface to proceed. Kill the Shade, then reenter the water and continue.



As you reach the fourth crystal, swim up. When you surface, turn around and face the southwest. Jump out of the water and pull yourself up to the high ledge. Follow this path to a higher ledge, but watch out for the Acid Demon that spawns on your way.



Looking northeast, you should see another platform with a Shadow Bridge activation plate. Jump and glide onto this platform, then trigger the bridge. Hurry across; it doesn't last long.

Continue heading northeast to face an Acid Demon. After you destroy the Demon, make the long climb up the wall. Turn around to enter the swamp.





Time was not kind to the swamp. Mutants call it home, and you're about to face two of them. Pass the checkpoint and investigate the Time-Streaming Chamber.

Know the Foe: Mutants



Twisted mutants prowl Nosgoth's murky future. They are indiscriminate attackers and battle Demon Hunters as well as Raziel. They are slow and have no long-range attack capability, but their single claw does wicked damage. Sidestep and counter.



Raziel's inner monologue reveals a key bit of information—this Time-Streaming Chamber is your ticket to the past. But how do you get in...?



Before you continue through the swamp, imbue the Reaver with Light—an elemental font lies west of the checkpoint.



Follow the path and kill the axe-wielding Demon Hunter that guards the open gate. Head south and battle a pair of mutants. Keep following the path, killing (or fleeing from) another pair of mutants before you reach the save obelisk.



The Plane Truth



If your battles with the mutants didn't go well, a Material Plane Portal is in front of the save obelisk. Many Sluagh and lost souls roam here, as well. If you do shift to the Spectral Plane, you'll lose the Light Reaver. It's not crucial, but losing it is annoying.



After saving, follow the path as it heads north. There is a pair of axe-men Demon Hunters ahead, while a cannoneer camps out farther on.



The path through the mountains is clear. Raziel hopes he learns more about Janos Audron, though the vampire is long dead at this moment in Nosgoth's history.



A wandering mutant attacks if you dally. Climb the north wall and head into the mountains. Pass the checkpoint and keep going.

Into the Mountains

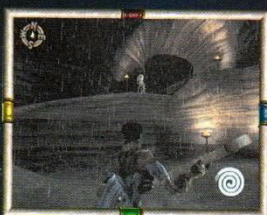


At the overlook, there are two swordsmen Hunters, two cannoneers, and an Attack Dog below. Kill them, heading for the climbable section of the northern wall, which is flanked by two torches. There's nothing to find in the northeast waterfall area.



After you climb the wall, one path leads west, another southwest. The southwest route leads the way you came, so head west to another overlook point. You'll have to deal with some Demons first.

A pair of Lightning Demons warp in to attack as you follow the path, blocking your progress with Demon Barriers. Kill them.



Climb or jump down the two platforms and continue along the path. An Attack Dog bounds toward you—send it to dog heaven, then deal with its four Hunter handlers: a swordsman, two cannoneers, and an axeman. Follow the path along the western wall or climb the northern wall; both lead to the same trail.

The Plane Truth



There's a Material Plane Portal in the middle of this room, with plenty of lost souls and Sluagh. You may find yourself returning here if an upcoming Demon battle proves deadly.





At the closed gate, crouch-leap to the rampart. You'll need to deal with the two swordsmen before you can safely pull the lever (■), holding it until the gate fully rises. You're about to enter the dark mountain town of Uschtenheim.



An Acid Demon attacks. After you kill it, continue north and face the swordsman Hunter patrolling in front of the church. An Attack Dog and second Hunter lurk nearby.

There is a save obelisk inside the church. After saving, imbue your Reaver with Light, and continue north. The path along the left side of the church is lit better, but it doesn't matter which path you take.

The Plane Truth



A Material Plane Portal is located in the fountain west of the church. Uschtenheim is loaded with Sluagh and Greater Sluagh, so you face a long battle if you recharge your health here.



Behind the church are an Attack Dog and two Hunters. Cut them down and continue. The gate leading out of Uschtenheim is open.

Follow the trail to an Acid Demon who will trap you with Demon Barriers. Once you've killed it, continue to a nearby overlook. An Attack Dog, four swordsmen Hunters lurk below, with a cannoneer on the northeast ledge and another on the southern balcony. As you leap down into the clearing, two Acid Demons also join the fray.

It is likely that you will be sent to the Spectral Plane at some point during this deadly battle. If so, you'll need to take on a few Sluagh as well as the Acid Demons. The Material Plane Portal is located in the southern balcony, suspended above the canyon floor. Be careful, though, you may face a cannoneer as you phase through.

Along the west wall, two burning braziers flank a climbable section of wall, where a cannoneer waits at the bottom. There are three swordsmen at the top. Jump to the low ledge, kill the cannoneer, climb the wall, then deal with the swordsmen.



As you continue northeast, two Lightning Demons phase in and charge. Slay them before you proceed.



Raziel discovers Janos Audron's ruined mountain sanctuary, but he decides it can hold little of interest in its decrepit state and resolves to explore the farther mountains.

Kain appears on the scene, and the two catch up on old times. Kain warns Raziel not to meddle too much during his time travel, because a major alteration in events could lead to Raziel's own demise.



TIP



Hunters don't like water. For extra style points, deactivate the Reaver and punt the Hunter into the water with a fierce **▲** combo.



Raziel can't enter Janos Audron's lair yet. Jump in the water, head toward the Light elemental font in the southwest, and deal with the axeman Hunter.



Follow the path along the southwest wall and jump to the next platform where another Hunter waits. You spot three more axe-wielding Hunters farther along the path to the west. As you approach, two Lightning Demons phase in—let the battle rage, then mop up the survivors.



The Plane Truth

If you get knocked into the Spectral Plane, the Material Plane Portal can be tricky to find. You'll need to navigate the lakebed in the Spectral Plane. One of the stone columns in the lakebed has a low ledge and a set of stairs that you can reach. It is the column closest to the Light-font ledge. Once on top of this column, glide to the southeast to the column nearest the entrance terrace; from there you can glide back on to the entrance terrace, then proceed to the portal.



Imbue the Reaver with Dark at the nearby elemental font. Climb the stairs to the Forge entrance, deactivate the Sentry Eye with a Dark bolt, and enter the Air Forge.



After the carnage, climb up the north wall. As you reach the top, two cannoneers take aim. As you charge them, two vicious Fire Demons phase in. Retreat if you can and let the Demons kill the cannoneers, which doesn't take long. Deal with the Demons, softening them up with bolts.



Climb the northern wall. Two swordsmen and an axe-wielding Hunter need reaving. After you do that, continue west toward the Air Forge.

As you approach the Forge entrance, a Fire Demon and two Lightning Demons warp in, cutting off your escape with a Demon barrier. Take them out with the Reaver. If the Demons knock you back to the Spectral Plane, race up the stairs to the checkpoint in front of the Forge so you won't get swept miles back if you're defeated here.

The Plane Truth



If you get zapped by the Sentry Eye, you'll find a Material Plane Portal at the base of the stair in front of the Forge entrance.

The Air Forge



From the first Air Forge room, climb either staircase on the east wall. To open the door to the west, hit the door-shaped stone with a Light Reaver bolt.

There are Light fonts in the northeast and southeast corners, both guarded by Shades. Imbue the Reaver, then approach the engraved stone—stand on the Light symbol, and hit the stone with a Light Reaver bolt. You'll know the symbol is activated when a target "halo" appears in front of the slab.



Jump and glide across the gap to the entrance. A gate bars the entrance, so switch to the Spectral Plane and phase through. A trio of Sluagh lurks within.

Traverse the corridor heading north to the Material Plane Portal. A Greater Sluagh guards here, and a checkpoint is nearby.



Shift to the Material Plane and follow the corridor west; you must kill two Lightning Demons to proceed. As you approach the door, a Greater Thrall and two sorcerer Thralls rise from the ground. The smaller Thralls will continue to respawn until the Greater Thrall dies, so use them to refill your health. Use the emblem key to open the door.





You are in the main Forge room. The Air Forge is housed in the twisted, serpentine column that extends from the circular pit in the center of the room. Stone panther heads look down on it, breathing out Light and Dark energy. An Air elemental font is along the far end of the room. A checkpoint and inactive Air Plinth sit near the emblem door through which you entered.

Jump to the bottom of the center pit. Light and Dark elemental fountains are here, though a Shade protects each. Each of three spiraling hallways leads to an altar. Three climbable walls are also here, bearing the symbol of the Reaver, the Dark Reaver, and the Light Reaver.

The Plane Truth



Many lost souls dwell in the Air Forge. A Material Plane Portal is located at the bottom of the pit, in addition to the warp point you used before opening the emblem door. If you climb to the middle level of the pit and switch to the Spectral Plane, steps leading to the top room appear.



Visit any of three ceremonial altars. A sacrificial victim lies prone at the top of each, writhing in silent agony, while an unknown deity looks on. Inspect the body to notice the heart was removed. Head back to the pit—you'll return here later.

Restoring the Blue Heart



Back in the pit, climb the northeast wall, which bears the Soul Reaver symbol. After dispatching the Shade, open the Reaver door and follow the corridor to proceed. Prepare to battle more Thralls.

In the next room, pick up a ceremonial axe from the southwest wall, or activate the Reaver, and approach the door on the northern wall. Three Thralls attack, their leader a Greater Thrall. When the Greater Thrall succumbs, use his emblem key to proceed.



After a short corridor, you enter a large room, and Razel notices a small chamber high in the north wall. Five columns run the length of the western and eastern walls—one column on each wall bears a planar shift symbol. A Greater Thrall guards the base of each column. To reach the upper level, switch to the Spectral Plane and a block extends in front of these columns, allowing you to climb up.

A Greater and two lesser Slugh haunt this room in the Spectral Plane. Kill them to replenish your health, climb the column on the east wall (you must crouch-leap), and use the Material Plane Portal.



Ignore the giant statue head with two rusty handles, and go north toward the elemental font. A Shade materializes to guard it; kill it and imbue the Reaver with Dark power.



Move to the giant stone mouth halfway along the platform, and activate it with **[E]**. The mouth opens and a continuous gust of foul air rushes out. You must now take advantage of this wind.



Take a running jump heading northwest; as you leap, hit **X** to glide. Head directly for the stone mouth on the opposite platform. If you leap too late, you miss the platform, fall to the ground, and must conjure the Spectral Plane to clamber up the eastern pillar to repeat the Soul Reaver imbuing.



TIP



This jump is much easier if you reorient the camera behind you (tap **[R2]**) before leaping, instead of adjusting your heading in the air.



Ignore the Light font and the other mouth, and venture southwest up the steps. Halt at the top of the stairs. A Sentry Eye keeps watch—deactivate it temporarily with a Dark Reaver bolt.



Past the Sentry Eye, run around the corner and turn left. Descend the stairs, and with your Dark-imbued Soul Reaver, summon a Shadow Bridge while standing on the activation plate. You can now reach the dark chamber Razel spotted earlier.



TIP

You can't run up the steps past the Sentry Eye and over the Shadow Bridge because the Sentry Eye reactivated, and you can only thwart it with Dark energy.



Don't cross the bridge yet—the darkness on the other side requires a Light-imbued Soul Reaver, and the bridge activates for only a minute or so. Jump and glide down to the west platform, and head to the Light font.



At the second font, dispatch the Shade and imbue your weapon. Move to the statue head along the platform, and open its mouth using **■**. Use the wind the mouth blows to glide to the opposite platform, where the Dark font is.



At the other platform, turn right, run up the steps to the locked Light Reaver door, and proceed through. Inside, ignore or dispatch the lesser Thrall, but don't cross the middle of this area toward the Sentry Eye, or you feel its electrical wrath and must repeat the process.



TIP



Hit the Thrall with a force bolt before it hits you to knock it backward. The Sentry Eye does your dirty work for you.



With the Thrall ignored or culled, quickly cross the Shadow Bridge. If you mistimed your jump across using the wind, or didn't imbue your Soul Reaver with Light, start this puzzle again.



Inside the chamber, pitch-blackness greets you. There is a tiny white light glinting off the far wall ahead. Aim your Soul Reaver to see a crystal in the middle of a demonic head. Hit the crystal with a Light Reaver bolt.



This activates a mechanism, and blood spills from the effigy of a winged vampire. It produces a pulsating blue stone heart. Grab it using **■** and carry it to the bottom of the pit.





At the pit bottom, head toward the western hallway, which is flanked by blue crystals. Follow the path down to the altar chamber. Clamber up the steps, and place the beating blue heart (■) in the hollow chest of the sacrificial victim. As the giant god-head rumbles to life, it swallows the victim's soul, almost devouring Razel in the process. Thus activated, a steady stream of wind flows from the statue's mouth.

CAUTION

Place the blue heart in the correct altar—if you try to put it in the green or red altar, the god-head does not accept it and sends you back to the Spectral Plane. The heart returns to where you first picked it up, and you must repeat this puzzle again. This goes for the other hearts you come across, too.

Restoring the Red Heart

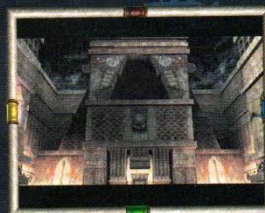
NOTE

After activating the first god-head, a low updraft is generated in the main pit, enabling Razel to glide partway up the chamber.



Return to the pit and imbue your sword with Dark, vanquishing the Shade if you didn't already. Climb the west wall that bears the Dark symbol, follow the hallway, and open the Dark Reaver door after you've killed the next Shade.

Three Greater Thralls lurk at the other end of the room. Exterminate them, using the ceremonial axes from the wall if the Reaver is too worked up. Snatch the emblem key, and open the next door.



Follow the corridor west. Razel notices another dark chamber high on the western wall in the next room. A pair of Greater Thralls attacks from either side, tag-team style. Kill them and proceed into the nearby room.

As you pass the archway, a Sentry Eye activates—you can't return this way while it watches. Another pair of Greater Thralls wades into battle. If you knock one or both into the Sentry's range, your task is easier.

The Plane Truth



You spot a Dark Reaver door on the west wall, but it's out of reach. Climb up the platforms on the south wall (stay clear of the Sentry), clam-ber up the stairs, and activate the Shadow Bridge.



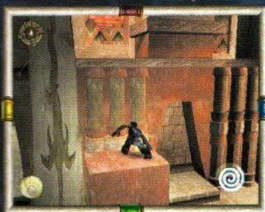
Should you need to revisit the Spectral Plane (due to an unfortunate encounter with the Sentry Eye, for example), a Material Plane Portal is on the southern platform before the stairs leading to the Shadow Bridge. Re-imbue the Reaver at the Dark font in the northern wall alcove.



This bridge doesn't stick around, so quickly run across and sink your claws into the block in the wall (■). Pull it out and the bridge disappears.



Maneuver the block in front of the Dark Reaver door, climb up, open the door, and enter. A Light elemental font is in this newly-accessible room. Kill the Shade, but before you imbue the Reaver, turn and hit the Sentry Eye with a Dark bolt to temporarily deactivate it. Imbue the Reaver with Light and quickly slip past the Sentry. If you botch the timing on this, re-imbue the Reaver with Dark to try again.



Safely east of the large room, climb up the platforms to the side of the archway until you reach the highest level. A steady stream of air flows from the wall-mounted visage behind you—jump and glide to the dark chamber.



Hit the crystal with a Light Reaver bolt, secure the dripping red heart, and return to the pit posthaste. The Sentry Eye is disabled once the red heart has been claimed.



Restoring the Green Heart

NOTE

Note that the activation of the second god-head has increased the updraft in the central chamber. You can now use it to glide quickly to the top of the climbable walls.



The red heart altar is directly across the pit, to the east. Place the heart in the body of the sacrificial victim, and the god-head claims the soul, exhaling hot air.



At the pit, imbue your Reaver with Light. Climb the southeast wall, which bears the Light symbol. Kill the Shade, then open and enter the Light Reaver door.



Two Greater Thralls lurk here, and the farther one has the emblem key. Reaver bolts are a great tactic. Get the key and unlock the door.



As you enter the room, there is another dark chamber and a skull mural stuck in permanent exhale. No Thralls attack. Head to the southern wall, jump, and pull yourself to the second level.



Here are the Thralls. On the second level, two sorcerers appear, one guarding the Dark font in the northwest corner, the other in the opposite corner. You can take them out with Reaver bolts, but there is a better way....



A Shadow Bridge activation point is on the ledge in front of you. The Dark font is across the room, but the steady headwind makes it impossible to reach. Switch to the Spectral Plane where the wind is no longer a factor, then jump and glide. Two Sluagh wait below in case you need health. Use the Material Plane Portal in the right corner and take care of those Thralls.



Imbue the Dark Reaver after you deal with the requisite Shade, then jump and glide to the south platform, using the wind to carry you

TIP



When you make the jump to the dark chamber, reorient your view behind Raziel by tapping **[R2]** before taking the plunge. If you miss, you must redo the puzzle.



A Shade pops out of the Light font; send it to the netherworld from whence it came. Don't imbue the Light Reaver. Trigger the Shadow Bridge, then turn around to imbue. Make it snappy or the bridge disappears.



Cross the bridge and use the ledges on either side of the free-standing arch to jump and pull yourself up. From the top, jump and glide across the room, with help from the wind, to the dark chamber.



Send a Light bolt to the crystal, grab that green heart, and hightail it to the pit.



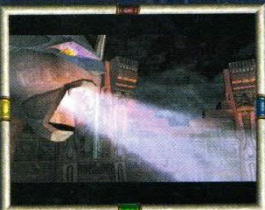
From the pit, the green altar is north, across from the Light symbol wall. Head down, place the heart in the sacrificial victim, and return to the pit.



A steady updraft of air should pour out of all three altar tunnels now. Jump, spread your wings, and glide! The rushing air carries you up and out of the pit, to the top level of the Air Forge.



You've activated all three altars, but you aren't quite done yet. You should still have the Light Reaver—if not, drop into the pit and imbue it. Aim a Light bolt into the mouth of the southern panther statue head. You'll know you have the right one from the golden energy exuding from its eyes and mouth.



Do the same to the other one, except you need the Dark Reaver. Jump into the pit, imbue the Dark Reaver, and float up. Take aim and fire into the Dark panther's mouth.





The Air Forge is now a go. Jump and glide to the center column to forge the Reaver (hit ■).



In the tumult of forging the Reaver, your exit door closed. Activate the Air Plinth (hit ■), then jump and glide, circling as you rise. When you reach the circular tunnel above the door, continue east.

TIP

To take advantage of an updraft, hold **R1** while gliding to slow your forward motion, thereby allowing you to easily stay in the updraft stream. Circling in the updraft is also a useful strategy.



Follow the corridor past the checkpoint toward the way in which you came. A door blocks your way. It isn't sturdy—hit it with an Air Reaver bolt.

With this newfound power, Raziel can open the Time-Streaming Chamber in the swamp and journey deep into Nosgoth's past to meet the vampire Janos Audron.

The Air Reaver



The Air Reaver offers Raziel two new powers. The first is the ability to destroy cracked or weakened doors. Aim a Air Reaver bolt at the offending portal, and it smashes to smithereens.

The Air Reaver can also activate Air Plinths. Stand over a Plinth and hit ■ to trigger an updraft of air. Jump and glide over an updraft to access a new area.

Raziel's health is restored after forging the Air Reaver.

NOTE

Once Raziel reaches the circular opening, a cutscene plays, showing a barrier that blocks Raziel's exit into the opening courtyard.



On to the Past

The Walkthrough



Exit the Air Forge the way you came in. A brigade of four swordsmen and one axe-wielding Hunter wait. Bolts work well here, but don't let the Sentry Eye catch you.



With the Hunters destroyed, head down the path leading to Janos's retreat and Uschtenheim. After dropping down the first overlook, battle two more Demon Hunters, both wielding swords.



Another pair of Demon Hunters with axes waits to the south, and a third keeps watch near the cliff overlooking the broken-down retreat.



Platform hop to get to the trail to Uschtenheim. From the cliff near the last Hunter you killed, jump and glide east toward a small island of rock. Swim the last few lengths and jump up. Get a running start up the broken stairs, then jump and glide to the taller southern platform. From there, it's an easy glide to the path.



Sneak up on the lone axe-equipped Hunter here to dispatch him and a Lightning Demon warps in. Let those two go at it, then kill a second Hunter stationed farther on.



Two Lightning Demons warp in and make short work of a swordsman Hunter. Take care of them and press on through the rain.



The trail opens to a large room in which you can see a cannecor, two swordsmen, and an Attack Dog below. Kill them if you need the health, or blitz past en route to the southwestern climbable wall. Another Hunter is stationed here with axe in hand. Three Acid Demons also warp in. If you get knocked to the Spectral Plane, remember that the Material Plane Portal is up on the balcony on the Southern canyon wall.



Before the entrance to Uschtenheim, deal with another axe-wielding Hunter. The gates are locked, so crouch-leap to the top of the ramparts, kill the two Hunters, and open the gate with the lever (hold ☐).



A pair of Hunters wait behind the church, and an Attack Dog sniffs near the fountain. Kill them or run to the save obelisk, which two swordsmen guard.



Journey to the Time-Streaming Chamber



Exiting the church, follow the cobblestone road south out of Uschtenheim. The gate is closed, so use the left lever to reopen it.



Imbue the Reaver with Light to make navigating the dark mountain paths easier.



Jump down the cliff, and attack if you feel frisky. Or descend the western path and take the axeman Hunter out first, then the rest.



Head south, then west, jumping up the two torch-lit platforms there. Continue along the winding trail.



Follow the mountain pathway as it bends to the south, and the trail opens to a large room. A swordsman Hunter, cannoneer, Attack Dog, and two axe-wielding Hunters lurk here.



Two cannoneers and two swordsmen Hunters inhabit the next large room—don't attack them unless you need the health. The ledge to the south is too high to jump to, so follow the narrow trail that rises along the north wall. Kill the cannoneer and head toward the brazier at the trail's crest, then jump down.



Continue west past the checkpoint to overlook the swamp area. A host of enemies waits below, including a pair of mutants and two axe-wielding Hunters. Soften them up with bolts, or ignore them and push south toward the next save obelisk.



Aside from their natural aversion to Demons, Demon Hunters aren't fans of mutants. When both chase you, they turn on one another.

TIP

TIP

For an easy soul, kill the Attack Dog from long range with two Reaver bolts. It's a small but weak target.



NOTE

The Walkthrough

The Plane Truth



A cannoneer, two axemen, and another mutant lurk farther down the path between you and the save obelisk. Again, kill or flee.

Save your progress at the obelisk, then imbue the Reaver with Air at the nearby elemental font if you wish, though there is another near the Time-Streaming Chamber up ahead. Being equipped with the Air Reaver makes Razeel slightly more lightweight, allowing him to move unencumbered through the mucky swamp water.

If health is an issue and you need to recharge in the Spectral Plane, a Material Plane Portal is near the save obelisk.

Continue southwest from the save obelisk. A lone mutant prowls the swamp shore here, before the path turns south. Another pair of mutants lurk farther along. Race past or use force bolts to engage them one on one.

TIP



If you lost the Air Reaver, an Air elemental font is located at the top of the small building in this area's center. Climb the pillar east of the checkpoint, then jump to the top of the building to re-imbue.

Open Sesame



You can leave this cursed moment in Nosgoth's future. Aim an Air Reaver bolt at the door to blow it apart and venture inside.

After you pass through the open gate, you encounter a single axe-wielding Hunter—it's easy meat. Two more mutants dwell in front of your destination, the Time-Streaming Chamber.



Use the Air Reaver to trigger the Air Plinth (hit ■), then jump and glide, riding the updraft. Head north across the chasm. If it looks like you're going to fall short, aim for either the left or right outcropping. If you fail, climb the wall to try again.





Continue north and enter a circular hallway. The Time-Streaming Chamber is on the opposite, north side of the circle, so it doesn't matter if you go left or right. After you find it, enter.

Raziel has no idea how to operate the time machine, so he decides to take a chance, grab hold, and go where fate takes him. Stand in front of the time-streaming device and press **■** to initiate the time-streaming sequence.

The Journey to Janos's lair



Head to the swamp through the circular hall, jumping into the chasm and climbing the south wall. Exit the Time-Streaming Chamber.

Raziel traveled back in time to the age of the Sarafan Warriors and their crusade against vampires. He suspects Moebius's continued influence, but resolves to visit Janos's mountain retreat to meet the legendary vampire.

The Plane Truth



If you run low on health after your jaunt back in time, feed on the four Sluagh roaming the area near the chamber's entrance. You find a Material Plane Portal east of the checkpoint, between the column and small building.



Trigger the nearby checkpoint and begin your trek toward the mountains via the northeastern path.

NOTE



You should still have the Air Reaver, but if you lost it, re-imbue here. Climb the stepped pillar east of the checkpoint and jump to a rooftop and Air elemental font. A Light elemental font is to the west. You need the Air Reaver again soon, but another Air elemental font comes up between now and then.



Open the gateway and continue along the path until you reach the save obelisk. You should encounter no resistance.

TIP



You'll need the Air Reaver soon, so if you don't already have it, imbue the Reaver in the font next to the save obelisk.

The Plane Truth



The Material Plane Portal near the save obelisk is still here, in case you need to recharge your health. Three Sluagh and a Greater Sluagh roam nearby.



After saving, head toward the mountain entrance leading to Uschtenheim. You can no longer climb the mountain path, but there is an Air Plinth nearby to help you on your way. Activate the Plinth with the Air Reaver, then ride the updraft to the higher platform.

Pass the checkpoint and you'll soon see an extensive Sarafan Warrior encampment. Three pikemen and three swordsmen dwell here.

Know the Foe: Sarafan Warriors



These Warriors from Nosgoth's past are potent adversaries. Raziel was once a preeminent member of the order, along with his eventual vampire brothers. Sarafan Warriors come in two varieties: swordsmen and trident-wielding pikemen. In battle, they behave like Vampire and Demon Hunters, though they are quicker and stronger. Sorceresses are also often nearby when there are Sarafan Warriors present. They function as helpers.

TIP



A head-on assault against this many Sarafan adversaries is dangerous. Reaver bolts take care of most of them. However, you can avoid them and race for the climbable wall to the north.



Head up the northern climbable wall, and continue toward Uschtenheim. A pair of swordsmen and a sorceress hinder your passage. Another swordsman is around the corner.

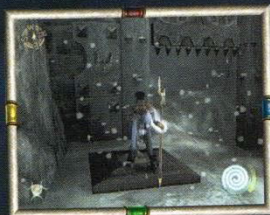
After traversing the two platforms that lead to a lower level, a swordsman attacks. Two pikemen Warriors and a pair of sorceresses wait around the corner. Climb the wall or follow the path on the west wall up to continue.



As you proceed, a swordman and pikeman charge to battle. Around the bend, the gate to Uschtenheim is closed, so kill the Sarafan guarding the lever and open the gate. A single swordman and a trident-wielding Warrior will likely engage you on your way to the save obelisk though there may be more depending on whether or not the Sarafan in the area become aware of Raziel.



After saving, keep the Air Reaver if you have it. Continue along the route toward Janos's retreat, heading to Uschtenheim's northern exit. Three more pikemen attempt to bar your way.



After killing the pikemen, raise the gate with the lever. Two more pikemen Sarafan engage you after you exit.



In the next large area, three trident-wielding Sarafan, a sorceress, and a swordman are stationed, with a second swordman in the crumbling parapet (where a Material Plane Portal is in the Spectral Plane). Kill or flee your enemies, and scale the northwest wall.



More Sarafan Warriors await your arrival near the checkpoint—a sorceress and two pikemen. If you attempt to flee, expect to take a couple of fireball hits as you scale the northern wall.



As you proceed to the top, two more pikemen attack, with a sorceress for backup. When you're finished reaving souls, continue to Janos's retreat.



Vampire Interview



Raziel is finally on the threshold of enlightenment when he finds Janos's lair, intact and presumably inhabited. Getting in may be a problem, though—the upper balcony is beyond Raziel's reach.

Janos's lair seems impregnable, but if you venture underwater through a hole in the ice, you find that a lower section of the tower bears a planar shift symbol. Switch to the Spectral Plane here and an entrance to the tower opens up.



Head through, and return to the Material Plane via a Material Plane Portal just within the entrance. Swim along the tunnel, and when you surface you'll find yourself on the ground floor of Janos's lair.

Take a look around. Past the checkpoint is a blood-filled basin. Along the north wall, a Sentry Eye guards a chalice on a pedestal. Another basin is on the upper level, but it's empty.



The Plane Truth



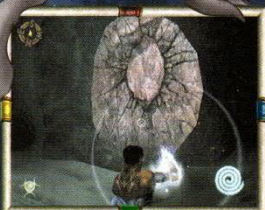
If the Sentry Eye zaps you or you run out of health, a Material Plane Portal is located in the southeast corner of the room on the lower level.



Re-imbue the Reaver with Air from the second level—if you jump across from the empty basin to the alcove with the elemental font, the Sentry Eye doesn't hit you.



You need to fill the chalice with blood from the first basin and pour the blood into the second basin. But you can't reach the chalice until you blind the Sentry Eye, and you don't have the Dark Reaver. Head up either ramp, and follow the path until you reach the ice tunnel on the south wall. Follow the tunnel to the end, then break through the far wall with an Air Reaver bolt.





Proceed through the opening you just created, and you'll find yourself back outside the tower. Head northeast and you'll see a pair of Sarafan along a raised platform, and a terrace above. A Dark font is located up there. Kill the Sarafan, then activate the nearby Air Plinth. Catch the updraft to the higher level, deal with the Sarafan guarding the font, and imbue. Then return to Janos's lair via the ice tunnel.



Blind the Sentry Eye with a Dark Reaper bolt, and grab the chalice (■). Carry it to the nearby basin, and press ■ to fill the chalice with blood. Walk up either ramp to the second level, follow the corridor, and pour the blood (Press ■) into the empty basin.

The Inner Sanctum



Walk up the newly formed blood-stone ramp to the upper level and follow the long corridor as it leads deep into the mountain.

In the mountain's interior, Razel beholds a towering, four-level chamber, which is dominated by four spires. Suspended above is the entrance to Janos's chamber; Razel recognizes the winged figure from the exterior balcony.



This area, with its many catwalks, Light Reaver Crystals, and blood basins, is the most complex puzzle Raziel has encountered. A Light elemental font is located on the ground level; imbue your Reaver and head up the south ramp. Turn right and note the section of glass bearing the Light symbol.

You'll need to transport a blood-filled chalice from the basin in the southern gallery to the next basin in the northeast spire. However, you can't glide and carry an object, so first create a bridge. Jump and glide to the northwest spire. Turn left and cross the catwalk halfway. From here, look south and you'll see two hanging Light Reaver Crystals are aligned—aim and fire a Light Reaver bolt through them both to trigger the bridge.

TIP

In this room's puzzle, get your bearings and locate the next "target" basin by looking for the flickering light around the next basin. As each basin is filled in turn, the firelight around it goes out, and the next basin is illuminated in the same way.



Jump and glide back to the southwest column, cross the newly made bridge, and kill the Greater Thrall. Don't use the Reaver; you need health. Pick up the red emblem key, continue down the corridor, and open the door.



The Plane Truth



If you lapse into the Spectral Plane, either on purpose or for failing health reasons, there is a Material Plane Portal on the ground level to the right of the southern ramp.



You've now cleared a path to the empty blood basin. Return to the full basin in the far south and fill one of the empty chalices. Cross the bridge you formed with the Light Reaver, and empty the chalice into the basin in the northeast spire. Another bloodstone staircase forms, leading to the next level. A bridge to the Air elemental font is also created, along with an Air Plinth on the ground floor.

TIP



As you progress through this lengthy puzzle, Air Plinths are revealed. Activate them with the Air Reaver; they remain even after you imbue the Reaver with a different element. Use the Air Plinths to rapidly return to the upper levels.



Imbue the Air Reaver, dealing with the Shade that pops up, and shatter the door at the top of the newly formed stairs with an Air Reaver bolt. Climb the bloodstone stairs, continue along the corridor, and blast the next cracked door you see.



Don't continue here—instead, retrace your last steps, stop between the two chalices, and look west. Another pair of Light Reaver Crystals are aligned. Go to the ground level to imbue the Light Reaver.



Use the Air Plinth to hasten your return, and blast the Light Reaver Crystals with a bolt to open another bridge.



The path to another empty basin is now clear—grab a chalice, descend the bloodstone stairs, and dip the chalice into the blood basin you recently filled.



Follow the corridor to return to the third level, and head across the bridge to the northeast spire. Fill the basin to create a bloodstone bridge to the Dark elemental font and another Air Plinth below.



Imbue the Reaver with Darkness, then head toward the southwest spire. A Sentry Eye keeps watch to the west; blast it with a Dark Reaver bolt and battle the waiting Thrall. Deactivate the Reaver for this battle if your health wanes.





With the red emblem key, open the door to the northwest spire. An empty basin is within. Return to the corridor in the far east and retrieve another chalice. Fill it at the basin in the northeast spire, then return to the northwest spire and empty the chalice there—a bloodstone staircase, which leads to the fourth level, forms.



Turn right at the top of the stairs, head east a few steps, and then turn to look south between the columns. An emblem hangs here, bearing the Air Symbol, and it blocks your Light Reaver bolts from passing through. Descend to the Air elemental font on the second floor, against the north wall.

After imbuing the Air Reaver, activate the nearby Air Plinth and use the updraft to ascend to the third level of the northwest spire. Climb the stairs, hang a right, and fire an Air Reaver bolt at the suspended Air emblem. It shatters, revealing a pair of lined-up Light Reaver Crystals.



Jump down to the ground floor and imbue the Light Reaver. Ride the updrafts to the third level of the northwest spire, climb the stairs again, take aim at the two Light Reaver Crystals, and fire to open another bridge.

Emblem doors block both ends of the corridor you're currently in. To unlock the east door, head toward it and turn south along the catwalk. Leap across to the east from the half-bridge. A Thrall waits to your left. Kill the Thrall, get the key, and open the door.

TIP



With so few enemies, your health may suffer. Kill Thralls with your claws to claim their souls and, if necessary, switch back to the Spectral Plane to recharge.



Turn around and make for the corridor along the east wall. Stop at the outlook between the northeast and southeast spires. You can see two Light Reaver Crystals, but one swings like a clock pendulum. To open the next bridge, time your Light Reaver bolt so you hit both Crystals as they align.



Return to the second locked emblem door at the west end of the corridor that spans the north wall. Or, if you're coming from the third level, take a left at the top of the stairs. The emblem key-bearing Thrall is on the other side of this door. To get there, jump and glide through the open archway on your left, cutting the corner.



Kill the Thrall and open the door. Return and pick up a chalice in the northeast corner. Go west, back down the stairs, and fill the chalice at the blood basin. Climb the staircase, take a left, and follow the corridor to the empty blood basin. Once filled, it creates a bridge to the northwest spire.



THE LEGACY OF KRAIOS SERIES SOUL REAVER 2

Prima's Official Strategy Guide



You only need to fill one more basin to finally reach Janos's inner lair. Return to the northeast corner for a second chalice. Run back to the basin you just filled, and dip the chalice. Head east to the northeast spire, continue toward the southeast spire, then go west to the empty basin in the middle of the catwalk. Fill the basin, walk up the ramp, and enter the door to Janos's inner sanctum.



Janos Audron is a winged vampire, much like Raziel was long ago. He has waited here among these ancient, empty towers for thousands of years. Janos reveals he is the tenth Guardian, the Keeper of the Reaver. It seems the Reaver is the key to restoring the Pillars, but before Raziel can learn more, a cadre of Sarafan Warriors ambush Janos and Raziel. They have followed the trail Raziel blazed through the Retreat and have come to kill the ancient vampire. Before Raziel can act, Janos teleports him to safety in the adjacent Fire Forge. Raziel hears the sounds of battle on the other side of a sealed door, but he is helpless. If he can activate the Forge and open the door, perhaps he might not be too late.

The Fire Forge



Raziel finds himself in a large room. The inactive Fire Forge is to his left. Below, a series of elemental fonts and braziers perch precariously on pillars. Droplets of blood drip from stone heads lining the room, and a Light Reaver Crystal hangs from the ceiling. You discover a save obelisk in an alcove to the southwest; visit it before exploring the room below.




NOTE



If you fall into the blood, the torch will extinguish and the blood will drain from the room. Restart the puzzle, and be careful when you jump!



Near the north wall of the room is a burning brazier on a low platform. Unlit torches are stored along the wall. Pick up a torch and light it (hit ) in the brazier. As you do, the room fills with blood. Turn south and platforms rise from the floor. Jump from platform to platform to reach the unlit brazier to the south.

The Plane Truth



As you light the southern brazier, some pillars lower and some rise. You can now access a Light elemental font to the north. Imbue the Reaver.

Should you switch to the Spectral Plane, a Material Plane Portal is located on the ground level between the northern brazier and the torch holder.

From the Light Font platform, aim a Light Reaver bolt at the Crystal suspended from the ceiling. The blood temporarily drains from the chamber, exposing the Air elemental font on the ground level.

Jump down to the Air elemental font in the middle of the room. As the blood recedes, imbue the Reaver with Air.



As the blood rises again, swim up to one of the Air Plinth pillars. Trigger one Air Plinth pillar and all three activate, rising in height so the northernmost pillar is the highest, the southernmost the lowest.

Travel to the burning brazier in the south. Grab a torch from either receptacle along the south wall, jump, and glide back to the platform.



Light the torch—you want to get to the high platform at the far north of the room, but you must catch the updrafts from the Air Plinths to do so.



Four more pillars descend from the sides of the room, so there are a total of seven, arranged in a figure-eight pattern. Once you light the northern brazier, the room floods and all the pillars descend beneath the surface of the blood. The platform you're on and the Light elemental font platform remain above the blood. The Air font platform also is above the blood, but it's raised well beyond Raziel's ability to reach it. Imbue the Reaver with Light, and return to the northern platform.



Hit the Light Reaver Crystal with a Light Reaver bolt to temporarily drain the room, again exposing the Air Plinths—except now Plinths are to the west and east as well. Grab an unlit torch from the receptacle, light it with the brazier, then glide directly south toward the first Plinth. Ride the updraft as high as you can, then head toward either of two Plinths ahead and to the side. From there, head to the center Plinth and another side Plinth. Finally, from the southernmost Plinth, reach the Forge itself.

TIP

It helps to navigate the updrafts in this last stage of the puzzle if you tap **[R2]** while gliding to snap the camera behind Raziel.

CAUTION



While navigating back to the Forge, avoid the streams of blood flowing from the statue heads above. If you glide through a stream, your torch will extinguish and you must restart this part of the puzzle.



Plunge your burning torch into the Fire Forge (press **[X]**) to activate it. After the spectacular cutscene, forge the Reaver itself. Raziel is ready to pass through the Fire Reaver door and rejoin the battle—but not before you swing by the nearby save obelisk!

NOTE

After you forge the Reaver, Raziel's health capacity increases again.

Blade of Vengeance



Razel reenters Janos's lair at the worst possible moment—the Sarafan Warriors, led by the Sarafan lieutenant Razel, rip the heart from the chest of Janos. As the Retreat threatens to collapse around them, they flee, taking the Soul Reaver with them. With his dying breath, Janos tells Razel that the Reaver was forged for him and that he must reclaim it. Razel resolves to pursue the Sarafan toward their Stronghold, and destroy the order to avenge Janos's death. He then plans to retrieve the Reaver and restore the Heart of Darkness to Janos's body, thereby resurrecting him.



Behind you, Razel's inner sanctum collapses, and debris litters the ice. Head south and crouch-leap to the top of the column with the Sarafan banner on it. From there, glide from the broken staircase to the southernmost column. From there it's an easy glide to the entrance terrace to the south—proceed down the path toward Uschtenheim.

Two Gas Demons phase in as you start down the path, and Razel makes an important realization—these fiends don't just plague the future Nosgoth. An unknown master sent them to the past to hinder Razel there, as well.



Make short work of the twin Demons, and resume your course toward Uschtenheim. Two Acid Demons will attack, phasing in one at a time. Kill them both to dispel the Demon barriers.

As you progress through the first large open area, three Lightning Demons phase in and seal your progress with Demon barriers. Kill them with the Reaver. There is also a Fire font here in the event that you need to re imbue the Fire Reaver.

Climb the west wall to continue on your way. A Sarafan swordsman and sorceress guard the entrance to Uschtenheim. As you enter Uschtenheim, a cutscene plays, showing the city being blocked off by Fire Demon barriers. Once it's over, you can deal with the swordsman and sorceress. After you dispatch them, attend to the swordsman and pikeman waiting behind the city walls. If you get knocked to the Spectral Plane, the Material Plane Portal is up on the balcony suspended above the canyon floor. Be careful, though—a lone Sarafan Warrior waits there for you.



TIP

This is a difficult battle, but at least one Demon spawns some Groundlings, which are good for easy health. If you're near death, flee to the save obelisk before your health expires.

NOTE

There is a Fire font located in front of the church in case you need to reimburse the Fire Reaver.

As you approach the church and the save obelisk, a trio of Fire Demons attack, blocking your progress. You must kill the Fire Demons in order to dispel the Demon barriers and proceed past the south gate. Two Sarafan Warriors join the fray, with a third attacking the southern Demon—let the Demon squash them first, then clean up the scraps. Save your game, then head toward the town's southern exit.



Operate the lever to raise the town gate, then head into the mountains. Four Sarafan Warriors wait below the first overlook. As you enter the area, two Fire Demons appear. Return up the path or climb the wall to the overlook to watch the ensuing battle. Fire bolts from afar to finish the Demons, then proceed.

Jump up the two platforms and face the swordsman and sorcerer. Prepare to encounter a new nemesis at the next open area.

You come across a Black Demon. Fell this fiend and continue. You must follow the high path along the western wall to proceed toward the swamp.

Know the Foe: Black Demons



Black Demons behave similarly to Fire Demons, but they are more deadly. They do huge amounts of damage, and they're more likely to attack with fireballs from long range. They are slow, however, so use that against them.

NOTE

If you're using the Fire Reaver and need to reimburse, there's a Fire font in this open area.

The Plane Truth



Should your encounter with the Black Demon go badly, this area is full of lost souls and Thralls. Also, a shift point is near the barrier blocking the southwest pathway.



Head along the southwest path past the checkpoint to the swamp. Three Sarafan patrol here; kill them or flee to the south.



Three more Sarafan stand between you and the next save obelisk, while a fourth is stationed farther along the path. You can choose to imbue the Reaver with Air to travel more swiftly through the swamp, so long as you don't mind giving up the Fire Reaver.



Four trident-armed Sarafan patrol the area near the northern gate. Continue past the Dark Forge overlook toward the Time-Streaming Chamber and the shaft that leads to the underwater caves.



As you near the shaft, battle another Black Demon. After you kill him, jump down the shaft and face the waiting Shade. Continue west.



Jump down to the Air Plinth on the lowest level, where more Shades dwell. Continue southwest, pulling yourself to a platform and encountering more Shades. As you descend toward the entrance, three more Shades stand guard.



In the statue room, the water has almost completely receded. A pair of Acid Demons patrol the ground level; send them to the netherworld.



To reach the top of the statue, activate the Air Plinth and climb the wall. If you don't have the Air Reaver imbued, an Air elemental font is to the northeast—however, as you approach, two Acid Demons phase in.

The Plane Truth



A shift point is on the opposite side of the statue from the Air Plinth. Many lost souls and Sluagh dwell here, too.



After triggering the Air Plinth, ride the updraft to the southwest ledge and climb the wall to the top of the statue.

NOTE

There is a Fire font on the uppermost ledge, in the southern corner of the room, if you need to reimburse with Fire.



From the top of the statue, jump and glide to the western rock outcropping. Head southwest, but be careful—you must jump to two more platforms before reaching the top ledge and they're difficult to see. Use [R1] to avoid falling off.



Scale the wall in the area containing the crystal. Shades lie in wait. Follow the narrow path as it winds down, then jump into the water.



Follow the underwater tunnel down and west to the bottom of the Sub-Pillars and the Elder God's lair. As you surface in the Sub-Pillars room, the Elder God voices his displeasure at your failure. Visit the nearby save obelisk, but watch out for the Shades.

Continue south and up the stairs. Two Shades wait on your way up, while another pair is stationed at the top. The Reaver makes short work of them.

TIP



This area can be dark. You may want to switch to the Spectral Plane at the top of the statue to have a better view of the platforms. No shift point exists above, so shift at the point near the statue's base, then climb up again.





More Shades attack as you follow the cave, and two Acid Demons phase in. After you destroy them, you're in for another big battle with three Shades and two Acid Demons near the cave exit. There aren't any Demon barriers, so run past these fiends.

TIP

If Raziel is low on health, it might be wise to switch to the Spectral Plane in this area, power up on souls, and shift back to the Material Plane.



Fear the Reaper

If you overuse the Reaper in combat in this area, it will overheat. Retreat to let it simmer down before rejoining the battle.

Exit through the Reaper door (there's a Fire font nearby if you want to reimburse) and follow the path toward the Pillars. Three Shades roam near the checkpoint, while two more haunt the path ahead.



As you head toward the Pillar gates, three Black Demons arise, angry at you for attempting to meddle with time, and your own destiny.

CAUTION

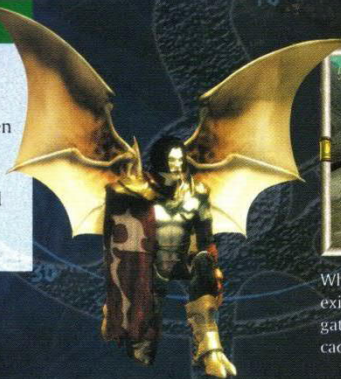


Prepare yourself for what your most dangerous battle yet. If the Reaper is warmed up and you can avoid being hit for awhile, you might win. Otherwise, expect to get knocked back to the Spectral Plane. Run behind the Pillars to escape the Demons' fireballs, and drink some souls. Then return to the Material Plane via the Material Plane Portal in front of the Pillars.

TIP



Here's a sneaky tactic to help you win this battle: retreat behind the Pillars, and shoot Reaper bolts. Even if you don't hit the Demons, your Reaper bar will increase. When it's almost full, attack the Demons and they'll die in moments.



When everything's back to normal, exit through the southern Pillar gates, and prepare to battle a cadre of Sarafan.



Follow the trail and meet another swordsman before you reach the point where the bridge will be in the future. An Air elemental font is to the west.



Three Sarafan Warriors stand guard near the checkpoint and Dark font to the west. Jump down the waterfall to the south and deal with three Warriors there; a Sorceress and two pikemen. Keep a close eye on your Reaver bar.



Follow the path over the bridge where another pikeman and sorceress wait. Farther along are three more Sarafan and a couple of sorceresses. Note that there is a Fire font hidden in the water under the bridge if you want to re imbue the Reaver.

If you don't already have the Fire Reaver, you'll need to imbue the blade. A Fire font can be found on a low ledge to the east, across the frozen lake.

NOTE

If you want to backtrack toward the Pillars from this point, you'll need to imbue the Reaver with Air and activate the Air Plinth so you can glide back to the opening.



The Walkthrough



Don't imbue the Light Reaver and try to open the Sarafan gates yet—ice blocks them. Approach the nearby Fire Plinth, and activate it (■) with the Fire Reaver to melt the ice.



Imbue the Light Reaver at the font along the northern cliff. Crouch-leap to reach the platform, then trigger the Light Crystal above the gates.



Swim through the gates. Two sorceresses are stationed on each side of the entryway—head toward the west, ignoring the pair on the other side.



Follow the passageway into the stronghold. You face a pair of swordsmen before the hallway ends at a door.



As you enter the room, a gate blocks the exit and two swordsmen and a sorceress attack. When you kill them, the southern door unlocks, though the cathedral entrance is impassable.



Proceed through the southern door, down the hallway and through the eastern door. The farther southern door is barred. Get ready—Moebius is about to make an appearance.



Razele finds the Reaver and is compelled to seize it when Moebius and Malek (Sarafan commander and Guardian of Conflict) appear. Moebius reveals he was indeed manipulating Razele all along, as he orders Malek to bar the door.



No matter that Moebius's cursed orb dispelled the wraithblade now that Razele has the real Reaver. In fact, he can't let it go. Exit through the eastern door.



Two more Sarafan, Melchiah and Zephon, confront Razele in the cathedral courtyard. These two are destined to be raised as vampires by Kain in the future, but they will be the weakest members of his dark brood. Razele is eager to see what the Reaver does to them.



TIP



These Sarafan are the pre-eminent Warriors of the order. They behave like more powerful versions of regular Sarafan—they are aggressive and often employ lunging attacks. Divide them so they can't both hit you at once, then block and counter.

Fear the Reaper



As Razel feels Melchiah and Zephon, he feels the Reaper's bloodlust rage. The sword's power is at its height, and it sustains Razel, healing any damage in seconds and forcing him to remain in the Material Plane. The vampiric blade also drains the blood of its fallen enemies.



Finish these two, then follow the corridor along the north wall and enter the cathedral.



In the cathedral, two Sarafan Warriors, Dumah and Rahab, confront Razel. Razel now realizes the devilish elegance of Kain's vampire recruitment—Razel would kill the leaders of the Sarafan, and Kain would resurrect them all, along with Razel, as his vampire sons.



Kill Dumah and Rahab. You're nearly invincible thanks to the Reaper, and they prove to be little trouble. One way or another, their demise is guaranteed. Enter the unlocked eastern gate that leads to the inner sanctum.



Turel, who as a vampire helped hurl Razel into the abyss, blocks Razel's path. Do away with him.



After you kill Turel, the gate barring the southern door rises; exit and follow the corridor. Continue through the door at the end of the hallway, which leads into the memorial chapel, and prepare to meet your maker.



Epilogue

The Final Confrontation



As Raziel strides into what one day becomes the Sarafan Memorial Chapel, he again comes face to face with his younger Sarafan self.



Raziel would rather not be the instrument of his own death, but Sarafan Raziel refuses to hand over the black heart. "I'll make it mercifully quick," the Sarafan taunts.



The young Raziel is formidable; however, his fate has long been sealed. In your current invincible state, this battle can only end one way.

Sarafan Raziel is a quick and powerful swordsman. Sidestep his attacks when possible, and counter with **■** combos. Fierce **▲** attacks have almost no chance of getting through Sarafan Raziel's blocks. If you press the attack, you will eventually prevail.



"I...renounce you," Raziel says, as he impales his younger self. The mortally wounded Sarafan slides off the blade, ignorant of the dark future awaiting him.



As the wraithblade uncoils itself and snakes around the original Soul Reaver, Raziel makes a startling revelation: The Reaver wasn't forged to be a soul-devouring blade—the ravenous entity trapped in the sword is, and always has been Raziel himself.



The conjoined blades turn on Raziel, impaling him. As Raziel is transfixed by the Reaver, a perverse vicious-circle is formed—his soul is being drained relentlessly into the Reaver blade. As Raziel struggles helplessly, Kain steps out from behind a nearby column.



Kain withdraws the blade from Raziel's chest, and much like when Raziel refused to kill him in William's crypt, this action reshapes Nosgoth's future. As the time stream reshuffles, new memories flash across Kain's eyes. "My god, the Hylden!" he cries, "We've walked right into their trap! Raziel—Janos must stay dead!"



Raziel can't hold on any longer, however, and slips into the Spectral Plane, where he finds the Reaver is still with him. "And I realized that I could never escape my terrible destiny. I had merely postponed it. History abhors a paradox."

NOTE



After you beat the game, you receive a code to unlock bonus *Soul Reaver* 2 goodies, such as art, trailers, and music. At the start screen, hit **←, →, ↑, ↓, ○, ×** to access the extra goodies.

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